

Problem 1 Tour Planning - Part I (4%)

You are given an $n \times m$ grid map with 0 and 1. The grid with 1 means an obstacle (a wall) is on that spot while a grid with 0 means that the cell is empty.

The scientist of the grid world (SoGW) is currently at position (x_1, y_1) and wants to travel to position (x_2, y_2) , where $1 \leq x_1, x_2 \leq n$, $1 \leq y_1, y_2 \leq m$, $(x_1, y_1) \neq (x_2, y_2)$.

Please determine for him if this is possible.

Input

The first line contains two integers n and m , ($1 \leq n, m \leq 50$), the size of the grid map.

Each of the next n lines contain m integers that are either 0 or 1, the map of the grid world.

Then two lines follow. The first line contains the starting position x_1 and y_1 and the second line contains the destination x_2 and y_2 .

Note that, $1 \leq x_1, x_2 \leq n$, $1 \leq y_1, y_2 \leq m$, and it is guaranteed that both (x_1, y_1) and (x_2, y_2) are empty cells and $(x_1, y_1) \neq (x_2, y_2)$.

Output

Print "Yes" if it is possible to move from (x_1, y_1) to (x_2, y_2) . Otherwise, print "No".

Example 1

Input

```
3 4
1 0 0 1
0 1 0 1
1 1 0 0
1 2
3 4
```

Output

Yes

Example 2

Input

```
3 4
1 0 0 1
0 1 0 1
1 1 0 0
2 1
3 4
```

Sample Output

No

Problem 2 Tour Planning - PartII (6%)

Thanks to your help in the previous problem, the scientist of the grid world (SoGW) is now aware of his travel destination. Please write a program that computes a path for him.

Input

The first line contains two integers n and m , ($1 \leq n, m \leq 50$), the size of the grid map.

Each of the next n lines contain m integers that are either 0 or 1, the map of the grid world.

Then two lines follow. The first line contains the starting position x_1 and y_1 and the second line contains the destination x_2 and y_2 .

Note that, $1 \leq x_1, x_2 \leq n$, $1 \leq y_1, y_2 \leq m$, and it is guaranteed that both (x_1, y_1) and (x_2, y_2) are empty cells and $(x_1, y_1) \neq (x_2, y_2)$.

Output

Print a path from (x_1, y_1) to (x_2, y_2) , inclusive. Since the scientist has a short memory, he could make mistakes asking for a destination that is unreachable. In case it is not possible to reach the destination, print the integer -1 .

Example 1

Input

```
3 4
1 0 0 1
0 1 0 1
1 1 0 0
1 2
3 4
```

Output

```
1 2
1 3
2 3
3 3
3 4
```

Example 2

Input

```
3 4
1 0 0 1
0 1 0 1
1 1 0 0
2 1
3 4
```

Sample Output

```
-1
```

Note

You may want to write (design) a recursive (遞迴) function with a right prototype to solve this problem. In order to record the path, you need another array to record the incoming position of each spot.

你需要宣告另一個陣列來紀錄：

對於每一個可以到達的每個位置，它的上一格是來自哪裡。