BSSPC '19 P2 - Drawing

Problem Statement

Drawing can be hard.

Devin is trying to draw a picture on his computer, but he does not know how to use a graphics editor.

Help him out by making a program to turn his instructions into a picture!

Input Specification

The first line will contain the integer X and Y ($1 \leq X, Y \leq 100$), with X being the width of the canvas, and Y being the height.

The second line will contain the integer N ($1 \leq N < 10000$), which is the number of spots on the canvas he wants you to fill in.

The following N lines will contain the integers x and y, and character c, where x and y is the location on the canvas Devin wants you to fill, and c is the character to put at that spot.

Note: The locations given (x and y) start at 0, with (0, 0) being the top-left most corner. x is the location along the width of the canvas, and y is the location along the height of the canvas.

Output Specification

Display the full canvas. Be sure to also output spaces where there is no character being filled.

Sample Input #1

```
5 1
3
0 0 a
2 0 r
4 0 t
```

Sample Output #1

```
a r t
```

Sample Input #2

```
8 3
15
3 0 _
1 1 _
```

```
2 1 [
3 1 _
4 1 ]
5 1 =
6 1 =
7 1 =
0 2 (
1 2 _
2 2 _
3 2 _
4 2 _
5 2 _
6 2 )
```

Sample Output #2

```
   _
 _[_]===
(_____)
```