Hip

Hip is a classic board game invented by Martin Gardner. It's a 2 player game played on a 9x9 board. Players take turns placing a token on an unoccupied cell. The player who completes any square such that 4 corners are marked by his token loses. The square may be of any size and can be tilted at any angle. Here are a couple of game states that shows the players lose by completing a square.
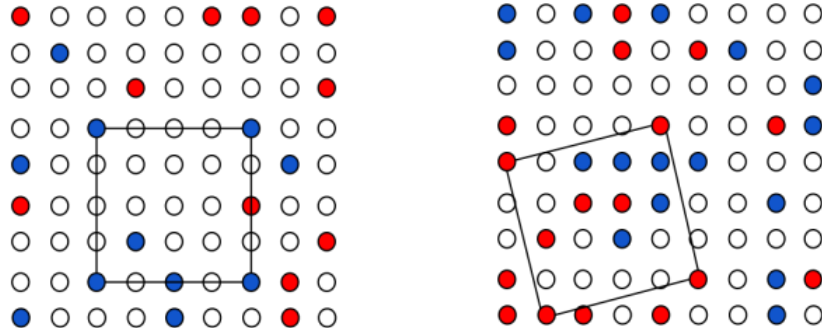
The function nextMove takes in a character player and an 9x9 char board as an input and provides 2 integer positions row and column space separated as output. The board is 0-indexed.

Example Input

```
b
r--------
---------
--r------
---b--b--
--r------
---------
---------
---------
---------
```

Example Output

```
0 1
```

The board results in the following state

```
rb-------
---------
--r------
---b--b--
--r------
---------
---------
---------
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```

First player is identified by token **r**, the second player by **b** and an unoccupied cell is identified by **-** (ascii value:45)