pri̶... ... ..., space b̶... ... ... ̶orget to flush t̶... output!). If these cards have the same value written on them, the interactor will reply with `MATCH` and eliminate the cards from the surface. Otherwise, it will reply with two integers, the first representing the value of i_1 and the second representing the value of i_2.

If at any point in time the interactor decides you've made an invalid move, it will print `-1` and exit. You must read this value and exit right away, otherwise you might get a verdict which does not properly reflect your invalid move.

You must print `-1` after you have decided to not make any more moves.

Constraints and notes

- $1 \le N \le 10^3$
- You are allowed at most $2N$ moves
- You may not ask to make a move with a card that has already been removed from the surface
- The card indices **DO NOT** change after other cards are removed from the surface

Interaction	Explanation
5	The initial order for the cards is $[3, 4, 3, 4, 1, 2, 5, 5, 1, 2]$.
	1 2
3 4	
	2 4
MATCH	
	1 3
MATCH	
	9 10
1 2	
	5 9
MATCH	
	8 7
MATCH	
	10 6
MATCH	
	-1

WORKSPACE / SUBMIT