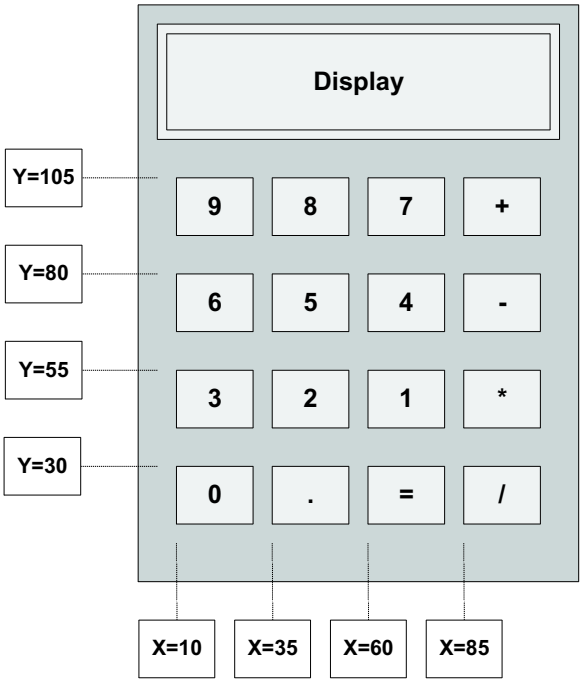
Problem 7	Calculate This	5 Points

Program Name: calc.cpp **Input File: calc.dat**

The company you work for is about to create a calculator for a touch screen. They need you to write the piece of software that, given the (x, y) coordinates of a screen touch, determine which button, if any, was touched. The figure below shows the layout of the screen.



The buttons on the calculator are 20 units wide (x-axis) and 15 units tall (y-axis). For example, the area of the "0" key extends from X=10 to X=30 between Y=15 and Y=30 inclusive.

Input

Input to your program will consist of a series of keystrokes each on a single line as an integer (x, y) coordinate pair. The ($0 \le X \le 115$) coordinate will be a single integer starting in column 1. There will be a single blank followed by the ($0 \le Y \le 150$) coordinate. There will be no extraneous characters or invalid/blank lines of input.

Output

For each keystroke, your program should determine the character touched and print it on a line by itself. If there is no key at the touched position, your program should print the word "Panel" on a line by itself starting in column 1.

Example: Input File

```
38 41
81 63
102 102
10 105
80 55
60 40
```

Output to screen

```
2
Panel
+
9
1
1
```