2. Dice

Program Name: Dice.java   Input File: dice.dat

There are many games in which six-sided dice are used to determine a random outcome of the game being played. The dice numbered 1-6 can be represented with 7 characters across and 5 characters down and a lower case 'o' for each dot on a die:

```
-------   -------   -------   -------   -------   -------
|       | |  o    | |  o    | |  o  o | |  o  o | |  o  o |
|   o   | |       | |    o  | |       | |    o  | |  o  o |
|       | |    o  | |    o  | |  o  o | |  o  o | |  o  o |
-------   -------   -------   -------   -------   -------
```

James is writing a game that uses dice like these in his program. You are to write a program that will print the dice for him.

Input
The first line of input will contain a single integer n that indicates the number of dice that you are to print. The next n lines will each contain a single integer m, 1 ≤ m ≤ 6, that indicates which die is to be printed.

Output
For each integer m you will print the corresponding die. Print exactly one blank line between each die printed.

Example Input File
```
2
3
1
```

Example Output to Screen
```
-------
|  o    |
|    o  |
|    o  |
-------

-------
|       |
|   o   |
|       |
-------
```