

Triangle

Jojo is playing by making isosceles right triangle using the symbol "*" and "#". The position of symbol "*" is on a particular row and column that have an even number as their sum, whereas the symbol "#" is on a particular row and column that have an odd number as their sum. He makes many size of triangle with height and base N. But after the size is getting bigger, he become tired of it. Help him by making a program to make isosceles right triangles with height and base N.

Format Input

The first line is an integer T representing the number of test cases.

The next T lines each consist of an integer N, that represent the height and base of the triangle that Jojo wanted.

Format Output

For each test case output "Case #X:", where X is the case number, followed by the triangle starting from a newline.

Constraints

• $1 \le T, N \le 100$

Sample Input 1 (standard input)

2 1 6

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Sample Output 1 (standard output)

```
Case #1:

*
Case #2:

#

#*

#*#

#*#

#*#*

#*#*

#*#*

#*#*
```

Sample Input 2 (standard input)

2		
3		
2		

Sample Output 2 (standard output)

Case #1:	
*	
*#	
*#	
Case #2:	
#	
#*	

Note

On the first sample input, second test case, on the first row, there is the symbol "#" on the sixth column because 1 + 6 = 7 which is an odd number.

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Jojo sedang bermain dengan cara membuat segitiga siku-siku sama kaki dengan simbol "*" dan "#". Posisi simbol "*" berada di baris dan kolom tertentu yang jika dijumlahkan hasilnya bilangan genap, sedangkan simbol "#" berada di baris dan kolom tertentu yang jika dijumlahkan hasilnya bilangan ganjil. Ia membuat berbagai ukuran segitiga dengan tinggi dan alas N. Namun setelah ukurannya semakin besar, ia menjadi lelah untuk membuat segitiga tersebut. Bantu ia dengan cara membuat program untuk membuat segitiga siku-siku sama kaki yang memiliki tinggi dan alas N.

Format Input

Baris pertama adalah sebuah bilangan bulat T yang merepresentasikan banyaknya kasus uji.

T baris berikutnya masing-masing terdiri dari 1 buah bilangan bulat N yang menyatakan tinggi dan alas segitiga yang Jojo mau.

Format Output

Untuk setiap kasus uji outputkan "Case #X:", dengan X adalah nomor kasus uji. Lalu diikuti dengan segitiga yang dihasilkan dimulai di baris yang baru. (Untuk format segitiga dapat dilihat pada sample testcase)

Constraints

• $1 \le T, N \le 100$

Sample Input 1 (standard input)

2			
1			
6			

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Sample Output 1 (standard output)

```
Case #1:

*
Case #2:

#

#*

#*#

#*#

#*#*

#*#*

#*#*

#*#*
```

Sample Input 2 (standard input)

2		
3		
2		

Sample Output 2 (standard output)

Case #1:	
*	
*#	
*#	
Case #2:	
#	
#*	

Note

Pada sampel input 1, test case kedua, pada baris pertama, ada simbol "#" pada kolom keenam, hal ini disebabkan karena 1 + 6 = 7 merupakan bilangan ganjil.

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