Problem 3 – Summertime for Programmers

Dimitrichko has a dream – to become the best programmer ever. He is studying at SoftUni, investing all of his free time doing homework and watching videos. He enjoys drinking beer, but he doesn't have time for this. Your task is to draw him one and make him happy. Beware that he may get tipsy very easy. Fill exactly half of the bottle with beer.

You are given an integer number **N** (always **odd**). The **width** of the **bottom** of the bottle should be 2 * **N.** The **width** of the **top** of the bottle should be **N + 1.** The **height** of the bottle should be **3 * N + 1.** Check the examples below to understand your task better.

Input

The input number **N** should be read from the console. It will be **odd** number in the range **[3..59]**.
The input data will always be valid and in the format described. There is no need to check it explicitly.

Output

The output should be printed on the console. Use the "*" to draw the bottle and fill it with "." and "@". Follow the examples below.

Constraints

- **N** will always be a positive **odd** number in the range [**3** … **59].**
- Allowed working time for your program: 0.1 seconds. Allowed memory: 16 MB.

Examples

Input	Output
| 3 | ```
****
*  *
*  *
*....*
*....*
*....*
*@@@@*
*@@@@*
*@@@@*
******
``` |

Input	Output
| 5 | ```
******
*    *
*    *
*    *
 *    *
*........*
*........*
*........*
*........*
*........*
*@@@@@@@@*
*@@@@@@@@*
*@@@@@@@@*
*@@@@@@@@*
*@@@@@@@@*
**********
``` |

Input	Output
| 7 | ```
********
*      *
*      *
*      *
*      *
 *      *
  *      *
*............*
*............*
*............*
*............*
*............*
*............*
*............*
*@@@@@@@@@@@@*
*@@@@@@@@@@@@*
*@@@@@@@@@@@@*
*@@@@@@@@@@@@*
*@@@@@@@@@@@@*
*@@@@@@@@@@@@*
*@@@@@@@@@@@@*
**************
``` |