Problem 3 – Boat

We all know Popeye the Sailor Man. In this episode he was captured and thrown in a prison by Bluto on a lonely island in the middle of the Atlantic Ocean. He used his last spinach can to break out of the prison, but he still had to escape from the island. His only chance to survive and rescue his beloved Olive Oil is to somehow find a **boat**, but sadly the Animator doesn't know how to draw boats. Your task is to draw a boat by given **N** (the height and width of the sail) and bring this story to a happy ending.

Input

The input data should be read from the console.

On the only input line you have an integer number **N**, showing the **height** and **width** of the sail.

The body of the boat should be exactly **(N – 1) / 2** lines high.

The input data will always be valid and in the format described. There is no need to check it explicitly.

Output

The output data should be printed on the console.

You must print the boat on the console. Each row contains only characters "**.**" (dot) or "*****" (asterisk).

The first row should have exactly one "*****" in the middle (that is the top of the sail) and every next line should have two more.

The first row of the body should have exactly **N * 2** "*" and every next line, two asterisk less. (see the example below)

Constraints

- The number **N** will always be an **odd** integer number in the range [3…39].
- Allowed working time for your program: 0.25 seconds.
- Allowed memory: 16 MB.

Examples

Input	Output
3	..*... ***... ..*... ******

Input	Output
5	....*..... ..***..... *****..... ..***..... ....*..... ********** .********.