The program aims to solve the game of nonogram. More info about the game can be found at Wikipedia (English, Chinese), or 漫談 nonogram (in Chinese).

The program output the map based on the input criteria. The input has the following format:

m n ← The numbers of rows and columns of the bit map (matrix)
a_{11} a_{12} . . . . . .   ← lengths of unbroken lines in row 1
a_{21} a_{22} . . . . . .   ← lengths of unbroken lines in row 2
.
.
a_{m1} a_{m2} . . . . . .   ← lengths of unbroken lines in row m
b_{11} b_{12} . . . . . .   ← lengths of unbroken lines in column 1
b_{21} b_{22} . . . . . .   ← lengths of unbroken lines in column 2
.
.
b_{n1} b_{n2} . . . . . .   ← lengths of unbroken lines in column m

The following show two examples of output: