


<b>Assignment Case</b>	
COMP6047 Algorithm and Programming	
<b>Computer Science</b>	<b>&lt;Case Code&gt;</b>
<i>Valid on Compact Semester Year 2018/2019</i>	<b>Revision 00</b>

**Soal***Case***Bomb Coordinate**

Jojo had finally learnt about file system. He would like to review it further. One day, he opened up an old game file data. He found that all of the data are saved into a single static temporary file. He found out an old game of B\*mb\*r\*m\*n. Suddenly he found an interesting idea. He wants to read the whole bomberman map and determine the location of the bomb. Note that the map will always be **square**.

**Format Input**

The input will be on a several lines of symbols in **testdata.in** file with the size of M, where M is a positive integer

**Format Output**

Output the coordinate of the bomb in format of "A B", where A is the X-axis of the bomb location and B is the Y-axis of the bomb location

**Constraints**

$$5 \leq M \leq 100$$

Sample Input	Sample Output
##### ##### ##@### ##### ##### #####	2 2