#include<bits/stdc++.h>

using namespace std;

void addEdge(int x, int y, vector<vector<int> > &v){

v[x].push\_back(y);

v[y].push\_back(x);

}

void print(vector<vector<int>> &graph){

for(int i=0;i<graph.size();i++){

// cout<<graph[i]<<"->";

for(int j=0;j<graph[i].size();j++){

cout<<graph[i][j]<<" ";

}

cout<<endl;

}

}

int main(){

int n,e;

cin>>n>>e;

vector<vector<int> > graph;

graph.resize(n+1);

while(e--){

int x,y;

cin>>x>>y;

addEdge(x,y,graph);

}

print(graph);

}