```
#include<bits/stdc++.h>
using namespace std;
struct matrix
{
 long long v[8][8];
  long long row,col;
};
long long mod;
matrix multi(matrix a, matrix b)
{
  assert(a.col == b.row);
  matrix r;
  r.row = a.row;
  r.col = b.col;
  for(long long i=0; i<r.row; i++)
    for(long long j=0; j<r.row; j++)
      long long sum = 0;
      for(long long k=0; k<a.col; k++)
        sum+=(a.v[i][k]*b.v[k][j]);
        sum%=mod;
      r.v[i][j] = sum;
    }
  return r;
}
```

```
matrix power(matrix mat,long long p)
{
  assert(p >=1);
  if(p==1) return mat;
  if(p%2 == 1)
    return multi(mat,power(mat,p-1));
  matrix ret = power(mat,p/2);
 ret = multi(ret,ret);
  return ret;
}
int main()
  long long n,m,t,w = 0;
  scanf("%lld",&t);
  while(t--)
  {
    long long a1,b1,c1,a2,b2,c2,f0,f1,f2,g0,g1,g2;
    scanf("%lld %lld %lld",&a1,&b1,&c1);
    scanf("%lld %lld %lld",&a2,&b2,&c2);
    scanf("%lld %lld %lld",&f0,&f1,&f2);
    scanf("%IId %IId %IId",&g0,&g1,&g2);
    scanf("%lld",&mod);
    long long Q;
    scanf("%lld",&Q);
    long long arr[105];
    for(int i=0; i<Q; i++)
```

```
scanf("%lld",&arr[i]);
printf("Case %lld:\n",++w);
for(int i=0; i<Q; i++)
{
  long long n;
  n = arr[i];
  if(n<3)
    if(n==0)\;cout<< f0\% mod<<"\;"<< g0\% mod<< endl;\\
    if(n==1)\;cout << f1\% mod << "\;" << g1\% mod << endl;\\
    if(n==2)\;cout<< f2\% mod<< "\;"<< g2\% mod<< endl;\\
  }
  else
    matrix mt;
    mt.row = mt.col = 6;
    for(int i=0; i<6; i++)
       for(int j=0; j<6; j++)
         mt.v[i][j] = 0;
    mt.v[0][0] = a1, mt.v[0][1] = b1, mt.v[0][5] = c1;
    mt.v[1][0] = 1;
    mt.v[2][1] = 1;
    mt.v[3][2] = c2,mt.v[3][3] = a2,mt.v[3][4] = b2;
    mt.v[4][3] = 1;
    mt.v[5][4] = 1;
    mt = power(mt,n-2);
    long \ long \ ans 1 = f2 * mt.v[0][0] + f1 * mt.v[0][1] + f0 * mt.v[0][2] + g2 * mt.v[0][3] + g1 * mt.v[0][4] + g0 * mt.v[0][5];
    long\ long\ ans 2 = f2 * mt.v[3][0] + f1 * mt.v[3][1] + f0 * mt.v[3][2] + g2 * mt.v[3][3] + g1 * mt.v[3][4] + g0 * mt.v[3][5];
    cout<<ans1%mod<<" "<<ans2%mod<<endl;
```

```
}
}
return 0;
}
```