

[PI002] - The Chessboard Challenge

In the kingdom of CodeLand, a royal artisan has been tasked with designing a beautiful, alternating pattern for the castle's grand floor. The pattern must follow strict rules—each tile must alternate between two symbols: # and _, just like a classic chessboard.

The artisan, however, is struggling to create the pattern for different floor sizes. The king has requested a program that, given a number n , generates an $n \times n$ board with the alternating pattern. Can you help create the perfect design?



Input

You are given as input an integer n ($1 \leq n \leq 20$) representing the size of a $n \times n$ board.

Output

A $n \times n$ grid where each cell alternates between # and _. The top-left square should always be #.

Input/Output Examples

Input 2	Output 2
3	#_# _#_ #_#

Input 2	Output 2
4	#_#_ _#_# #_#_ _#_#