public static void main(String args[]) {

Scanner in = new Scanner(System.in);

int lightX = in.nextInt(); // the X position of the light of power

int lightY = in.nextInt(); // the Y position of the light of power

int initialTx = in.nextInt(); // Thor's starting X position

int initialTy = in.nextInt(); // Thor's starting Y position

// game loop

while (true) {

int remainingTurns = in.nextInt(); // The remaining amount of turns Thor can move. Do not remove this line.

//Write an action using System.out.println()

// To debug: System.err.println("Debug messages...");

if (lightX > initialTx) {

System.out.println("E");

initialTx++;

}

if (lightY < initialTy) {

System.out.println("N");

initialTy++;

}

if (lightY > initialTy) {

System.out.println("S");

initialTy++;

}

else {

System.out.println ("W");

}

if (lightX > initialTx && lightY > initialTy) {

System.out.println("SE");

initialTy++;

}

else {

System.out.println("E");

}

// A single line providing the move to be made: N NE E SE S SW W or NW

}

}

}