

# LEVEL 6



Shady Businessman: The tournament organizers have caught on that someone is manipulating their tournaments. The majority of the initial pairings are already defined. A few pairings are still undefined, and you can choose the styles of these fighters.



**Your task:**

Fill the remaining spots of the initial pairings so that the final winner will be a scissors fighter.



- You are given the initial pairings of a tournament. Most of the spots are already filled. The unfilled spots are represented by an 'X'.
- Choose the styles of the fighters that are marked with an 'X' so that a scissors fighter will win.
- You can choose any style you want for the unfilled spots.



	Input	Output
Format	N M fightingStyles (repeated N times)	fightingStyles (repeated N times)
Types	N (int): number of tournaments M (int): number of fighters in the tournament (will always be a power of 2) fightingStyles (char): the fighting styles of the fighters of the first round	fightingStyles (string): the pairings of the first round
Example	3 16 RYPYPSRYXYRPLXXP LLYPPXPXPXPXPPL XRXSSPPSSSYXP	RYPYPSRYLYRPLSSP LLYPPPSLPSPSPSPL PRSSSSPPSSSYSP



# Rock, Paper, Scissors

Fight well Coders!

Beat the Game!



CLOUDEFIGHT  
CODING  
CONTEST

#WeLoveSoftware  
u too?  
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