#include<bits/stdc++.h>

#include<fstream>

#include<Windows.h>

using namespace std;

void gen(FILE \*ip){ // random code

int n = rand()%20 +1;

fprintf(ip, "%d",n);

}

void ans(FILE \*ip, FILE \*op){ // solution code

int n;

fscanf(ip, "%d", &n);

int ans=0;

for(int i=1;i<=n;i++){

for(int j=1;j<=i;j++)

fprintf(op, "%d ", j);

fprintf(op , "\n");

ans += i\*(n-i+1);

}

ans -= n-2;

ans -= (n-1)\*(n) /2;

ans -= n\*(n+1)/2;

if(ans!=0)

fprintf(op, "%d", ans);

else

fprintf(op, "No Answer");

}

int main(){

FILE \*ip;

FILE \*op;

string ip\_s = "E:\\coding\\posn66\\"; //copy path of your folder

string op\_s = "E:\\coding\\posn66\\"; //copy path of your folder

string tmp;

cin >> tmp;

ip\_s += tmp;

op\_s += tmp;

ip\_s += "\\input";

op\_s += "\\output";

char\* ip\_path = new char[ip\_s.length()+1];

strcpy(ip\_path, ip\_s.c\_str());

char\* op\_path = new char[op\_s.length()+1];

strcpy(op\_path, op\_s.c\_str());

CreateDirectory(op\_path,NULL);

CreateDirectory(ip\_path,NULL);

for(int i=0;i<10;i++)

{

string f\_op = "output0";

f\_op += i+'0';

f\_op += ".txt";

string f\_ip = "input0";

f\_ip += i+'0';

f\_ip += ".txt";

//cout << f\_op << " " << f\_ip << endl;

char\* ch\_op = new char[f\_op.length()+1];

strcpy(ch\_op, f\_op.c\_str());

char\* ch\_ip = new char[f\_ip.length()+1];

strcpy(ch\_ip, f\_ip.c\_str());

filesystem::current\_path(ip\_path);

ip = fopen(ch\_ip, "w");

gen(ip);

fclose(ip);

ip = fopen(ch\_ip,"r");

filesystem::current\_path(op\_path);

op = fopen(ch\_op,"w");

ans(ip,op);

fclose(ip);

fclose(op);

}

}