

## Distributing Hat (abc)

In the Berlandian school of witchcraft and wizardry, Wartshog, each year newcomer students are distributed between three houses: Andorgryff, Bufflehuff, and Clawenrave. The distribution is done by a hat, called the Distributing Hat. The students put on the hat one by one (in a certain fixed order), and the hat shouts out loud the name of the house to which the student will belong. This year, there are  $A$ ,  $B$ , and  $C$  places in the three houses respectively, and the number of new students is  $A + B + C$ , so there will be exactly  $A$  new students in Andorgryff,  $B$  in Bufflehuff, and  $C$  in Clawenrave. The Distributing Hat follows one additional rule: **no two consecutive students will be put in the same house**.

Can you tell how many different ways exist for distributing the students between the houses? Since this number might be very big, you need to give the answer modulo  $10^9 + 7$ . Two distributions are considered different if at least one student is assigned to a different house.



Figure 1: The Distributing Hat.

📎 Among the attachments of this task you may find a template file `abc.*` with a sample incomplete implementation.

### Input

The first line contains  $T$ , the number of test cases. Each of the following  $T$  lines contains three integer numbers  $A$ ,  $B$  and  $C$ .

### Output

For each test case, output a single number on a separate line, the number of different ways to distribute the students, modulo  $10^9 + 7$ .








📖 The *modulo* operation ( $a \bmod m$ ) can be written in C/C++/Python as `(a % m)`. To avoid the *integer overflow* error, remember to reduce all partial results through the modulus, and not just the final result!  
Notice that if  $x < 10^9 + 7$ , then  $2x$  fits into a C/C++ `int` and Pascal `longint`.

## Constraints

- $1 \leq T \leq 20$ .
- $0 \leq A, B, C \leq 100\,000$ .
- $A + B + C \geq 1$ .

## Scoring

Your program will be tested against several test cases grouped in subtasks. In order to obtain the score of a subtask, your program needs to correctly solve all of its test cases.

- **Subtask 1** (0 points)      Examples.  

- **Subtask 2** (6 points)       $C = 0$ .  

- **Subtask 3** (9 points)       $A + B + C \leq 10$ .  

- **Subtask 4** (19 points)       $A, B, C \leq 100$ .  

- **Subtask 5** (23 points)       $A, B, C \leq 2000$ .  

- **Subtask 6** (14 points)       $C \leq 2$ .  

- **Subtask 7** (29 points)      No additional limitations.  


## Examples

input	output
5	1
2 3 0	12
2 2 1	0
4 1 1	105481704
100 100 100	600000
100000 100000 1	

## Explanation

In the **first sample case**, there is only one possible distribution: BABAB (here we write the initial letter of the chosen house for each student in order).

In the **second sample case**, the 12 possible ways are: ABABC, ABACB, ABCAB, ABCBA, ACBAB, BABAC, BABCA, BACAB, BACBA, BCABA, CABAB, CBABA.

In the **third sample case**, there will be at least two consecutive A-s in any distribution, so the hat has no way to distribute the students.