



HOME CONTESTS GYM PROBLEMSET GROUPS RATING API CANADA CUP 🖫 SECTIONS

PROBLEMS SUBMIT STATUS STANDINGS CUSTOM TEST

## B. Sea and Islands

time limit per test: 1 second memory limit per test: 256 megabytes input: standard input output: standard output

A map of some object is a rectangular field consisting of n rows and n columns. Each cell is initially occupied by the sea but you can cover some some cells of the map with sand so that exactly k islands appear on the map. We will call a set of sand cells to be **island** if it is possible to get from each of them to each of them by moving only through sand cells and by moving from a cell only to a side-adjacent cell. The cells are called to be side-adjacent if they share a vertical or horizontal side. It is easy to see that islands do not share cells (otherwise they together form a bigger island).

Find a way to cover some cells with sand so that exactly k islands appear on the  $n \times n$  map, or determine that no such way exists.

### Input

The single line contains two positive integers n, k ( $1 \le n \le 100$ ,  $0 \le k \le n^2$ ) — the size of the map and the number of islands you should form.

#### Output

If the answer doesn't exist, print "NO" (without the quotes) in a single line.

Otherwise, print "YES" in the first line. In the next n lines print the description of the map. Each of the lines of the description must consist only of characters 'S' and 'L', where 'S' is a cell that is occupied by the sea and 'L' is the cell covered with sand. The length of each line of the description must equal n.

If there are multiple answers, you may print any of them.

You **should not** maximize the sizes of islands.

# **Examples**

input
52
output
YES SSSSS LULL SSSSS LULL SSSSS

input	
5 25	
output	
NO	

### Codeforces Round #302 (Div. 2)

#### **Finished**

#### → Virtual participation

Virtual contest is a way to take part in past contest, as close as possible to participation on time. It is supported only ACM-ICPC mode for virtual contests. If you've seen these problems, a virtual contest is not for you - solve these problems in the archive. If you just want to solve some problem from a contest, a virtual contest is not for you - solve this problem in the archive. Never use someone else's code, read the tutorials or communicate with other person during a virtual contest.

Start virtual contest

# → Problem tags (constructive algorithms) (implementation) No tag edit access

# Contest materials Announcement Tutorial