

C. Valera and Tubes

time limit per test: 1 second

memory limit per test: 256 megabytes

input: standard input

output: standard output

Valera has got a rectangle table consisting of n rows and m columns. Valera numbered the table rows starting from one, from top to bottom and the columns – starting from one, from left to right. We will represent cell that is on the intersection of row x and column y by a pair of integers (x, y) .

Valera wants to place exactly k tubes on his rectangle table. A tube is such sequence of table cells $(x_1, y_1), (x_2, y_2), \dots, (x_r, y_r)$, that:

- $r \geq 2$;
- for any integer i ($1 \leq i \leq r - 1$) the following equation $|x_i - x_{i+1}| + |y_i - y_{i+1}| = 1$ holds;
- each table cell, which belongs to the tube, must occur exactly once in the sequence.

Valera thinks that the tubes are arranged in a fancy manner if the following conditions are fulfilled:

- no pair of tubes has common cells;
- each cell of the table belongs to some tube.

Help Valera to arrange k tubes on his rectangle table in a fancy manner.

Input

The first line contains three space-separated integers n, m, k ($2 \leq n, m \leq 300$; $2 \leq 2k \leq n \cdot m$) — the number of rows, the number of columns and the number of tubes, correspondingly.

Output

Print k lines. In the i -th line print the description of the i -th tube: first print integer r_i (the number of tube cells), then print $2r_i$ integers $x_{i1}, y_{i1}, x_{i2}, y_{i2}, \dots, x_{ir_i}, y_{ir_i}$ (the sequence of table cells).

If there are multiple solutions, you can print any of them. It is guaranteed that at least one solution exists.

Examples

input
3 3 3
output
3 1 1 1 2 1 3 3 2 1 2 2 2 3 3 3 1 3 2 3 3
input
2 3 1
output
6 1 1 1 2 1 3 2 3 2 2 2 1

Note

Picture for the first sample:

Picture for the second sample:

Codeforces Round #252 (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

dfs and similar

implementation

No tag edit access

→ Contest materials

• Announcement



• Tutorial



