using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApp1

{

internal class Player

{

public int x = 1;

public int y = 1;

public int Xoff = 0;

public int Yoff = 0;

public Queue<int> lengthX = new Queue<int>();

public Queue<int> lengthY = new Queue<int>();

//public Queue<int> length = new Queue<int>();

}

}