



Draw the board.

You need to create a black and white image from the board. Each image will contain it's solution text. The size of the image will be size of the board (*rows* \times *cols*). Place a black pixel to every position that contains a point, or a segment of a valid line.

- Draw all the points.
- For all lines:
 - if i -th line is valid, draw it
 - if i -th line is invalid, discard it.
 - the order is important!
 - i -th line might cause $i+x$ -th line to be invalid.

Line validity is the same as described at level 3, with one extra rule:

- A line is invalid if it crosses any other line.



Input

rows cols numberOfPoints Point₁ Point₂ ... Point_{numberOfPoints}

numberOfPaths Path₁ Path₂ ... Path_{numberOfPaths}

exactly the same as for level 3

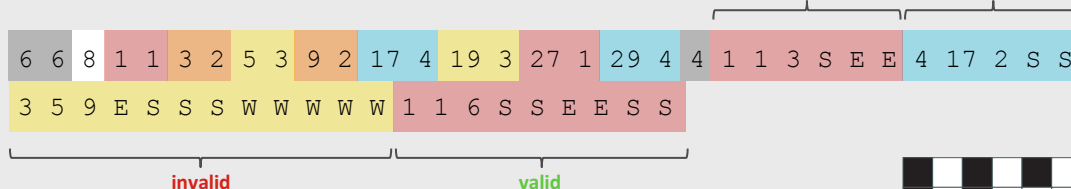
0 ≤ numberOfPaths ≤ infinity :)

Output

Upper case word. May contain upper case english characters, and spaces.

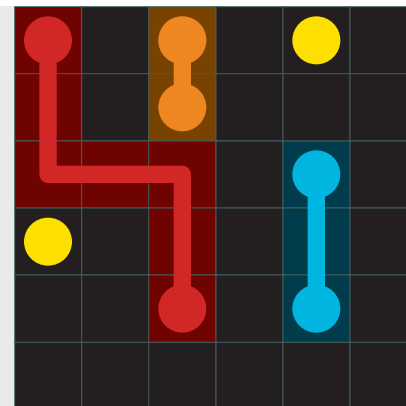
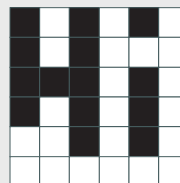
(use only a single space to separate words)

Example input



Example output

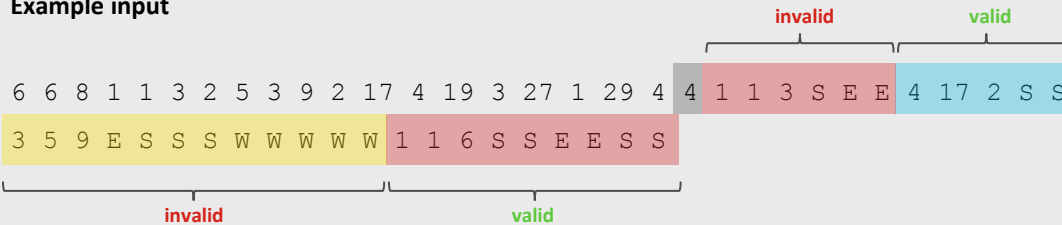
HI





- First line is invalid, crosses other point. SKIP
- Second line is valid. DRAW
- Third line crosses second line. (order is important) Invalid. SKIP
- Fourth line is valid. DRAW
 - Even though we already had a line starting from position 1, since that line was invalid, it was discarded, so we can have a valid line starting from position 1.

Example input



Example output

HI