## Problem 3 – King of Thieves

Once upon a time there was a kingdom and everyone in the kingdom was a thief. Izzy wanted to become the King of Thieves and so started stealing only **perfect gems** from other thieves. Help Izzy by showing him what a perfect gem with given parameters should look like.

### Input

The input data should be read from the console.

* The first line will hold the **size** of the gem – **n**.
* The second line will hold the **type** of the gem – a symbol: e.g. ‘**\***’.

The input data will always be valid and in the format described. There is no need to check it explicitly.

### Output

The output should be printed on the console. It should consist of ‘**n**’ lines, holding the gem.

### Constraints

* The number **n will be a positive odd integer between 3 and 59**, inclusive.
* The type of the gem will be a symbol from the standard ASCII table.
* Allowed working time for your program: 0.1 seconds.
* Allowed memory: 16 MB.

### Examples

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Input** | **Output** |  | **Input** | **Output** |  | **Input** | **Output** |
| 5  \* | --\*--  -\*\*\*-  \*\*\*\*\*  -\*\*\*-  --\*-- | 7  @ | ---@---  --@@@--  -@@@@@-  @@@@@@@  -@@@@@-  --@@@--  ---@--- |  | 13  a | ------a------  -----aaa-----  ----aaaaa----  ---aaaaaaa---  --aaaaaaaaa--  -aaaaaaaaaaa-  aaaaaaaaaaaaa  -aaaaaaaaaaa-  --aaaaaaaaa--  ---aaaaaaa---  ----aaaaa----  -----aaa-----  ------a------ |