

641 Do the Untwist

Cryptography deals with methods of secret communication that transform a message (the *plaintext*) into a disguised form (the *ciphertext*) so that no one seeing the ciphertext will be able to figure out the plaintext except the intended recipient. Transforming the plaintext to the ciphertext is **encryption**; transforming the ciphertext to the plaintext is **decryption**. **Twisting** is a simple encryption method that requires that the sender and recipient both agree on a secret key k , which is a positive integer.

The twisting method uses four arrays: *plaintext* and *ciphertext* are arrays of characters, and *plaincode* and *ciphercode* are arrays of integers. All arrays are of length n , where n is the length of the message to be encrypted. Arrays are origin zero, so the elements are numbered from 0 to $n - 1$. For this problem all messages will contain only lowercase letters, the period, and the underscore (representing a space).

The message to be encrypted is stored in *plaintext*. Given a key k , the encryption method works as follows. First convert the letters in *plaintext* to integer codes in *plaincode* according to the following rule: ‘_’ = 0, ‘a’ = 1, ‘b’ = 2, ..., ‘z’ = 26, and ‘.’ = 27. Next, convert each code in *plaincode* to an encrypted code in *ciphercode* according to the following formula: for all i from 0 to $n - 1$,

$$\text{ciphercode}[i] = (\text{plaincode}[ki \bmod n] - i) \bmod 28.$$

(Here $x \bmod y$ is the positive remainder when x is divided by y . For example, $3 \bmod 7 = 3$, $22 \bmod 8 = 6$, and $-1 \bmod 28 = 27$. You can use the C ‘%’ operator or Pascal ‘mod’ operator to compute this as long as you add y if the result is negative.)

Finally, convert the codes in *ciphercode* back to letters in *ciphertext* according to the rule listed above. The final twisted message is in *ciphertext*. Twisting the message “cat” using the key 5 yields the following:

| Array | 0 | 1 | 2 |
|-------------------|-----|-----|-----|
| <i>plaintext</i> | ‘c’ | ‘a’ | ‘t’ |
| <i>plaincode</i> | 3 | 1 | 20 |
| <i>ciphercode</i> | 3 | 19 | 27 |
| <i>ciphertext</i> | ‘c’ | ‘s’ | ‘.’ |

Your task is to write a program that can *untwist* messages, *i.e.*, convert the ciphertext back to the original plaintext given the key k . For example, given the key 5 and ciphertext ‘cs.’, your program must output the plaintext ‘cat’.

Input

The input file contains one or more test cases, followed by a line containing only the number 0 that signals the end of the file. Each test case is on a line by itself and consists of the key k , a space, and then a twisted message containing at least one and at most 70 characters. The key k will be a positive integer not greater than 300.

Output

For each test case, output the untwisted message on a line by itself.

Note: you can assume that untwisting a message always yields a unique result. (For those of you with some knowledge of basic number theory or abstract algebra, this will be the case provided that the greatest common divisor of the key k and length n is 1, which it will be for all test cases.)

Sample Input

```
5 cs.  
101 thqqxw.lui.qswer  
3 b_ylxmlhzjsys.virpbkr  
0
```

Sample Output

```
cat  
this_is_a_secret  
beware._dogs_barking
```