

C++ provides the possibility of creating any class we need. A simple example is to represent the card in a deck by a class `Card` with two members `face` and `suit`, where the `face` is an integer value between 0 to 12 (standing for Ace, Two, Three, ..., Ten, Jack, Queen, and King), and `suit` is also an integer value between 0 to 3 (denoting Spades, Hearts, Diamonds, and Clubs). To show the card, the class must provide a `print` method to translate the integer values to a meaningful string. Your goal is to write a program translate each pair of two integer values to a string representing the card's face values and suit color.

Note that you need to use static arrays of strings to store the possible face values and suit colors for encapsulation and saving memory. The declaration of a static member is to add the keyword `static` before the data type of a class member. The initialization of a static data member can be put at the beginning of your source code file. For example, a static member `length` of type `int` can be initialized as:

```
int YourClass::length = 10;
```

**Requirement: Provide a class to store and print a card of a deck. Prepare appropriate constructor for your class, and encapsulate the method and possible face values and suit colors in your class. Separate your program in three files: the class header file (.h), the class source code file (.cpp), and the file containing main function (.cpp).**

**Prohibited: Use C-style input/output.**

### Input

Each case contains two integers in a single line. The input ends with -1.

### Output

For each case, output the string representing the card with the format: F of S, where F and S are the face value and suit color of the card, respectively.

### Sample Input

```
0 0
10 1
11 2
12 3
-1
```

### Sample Output

```
Ace of Spades
Jack of Hearts
Queen of Diamonds
King of Clubs
```