insert into rooms\_facility values(1,false,false,false,false,false);

insert into rooms\_facility values(2,true,false,false,false,false);

insert into rooms\_facility values(3,false,true,false,false,false);

insert into rooms\_facility values(4,true,true,false,false,false);

insert into rooms\_facility values(5,false,false,true,false,false);

insert into rooms\_facility values(6,true,false,true,false,false);

insert into rooms\_facility values(7,false,true,true,false,false);

insert into rooms\_facility values(8,true,true,true,false,false);

insert into rooms\_facility values(9,false,false,false,true,false);

insert into rooms\_facility values(10,true,false,false,true,false);

insert into rooms\_facility values(11,false,true,false,true,false);

insert into rooms\_facility values(12,true,true,false,true,false);

insert into rooms\_facility values(13,false,false,true,true,false);

insert into rooms\_facility values(14,true,false,true,true,false);

insert into rooms\_facility values(15,false,true,true,true,false);

insert into rooms\_facility values(16,true,true,true,true,false);

insert into rooms\_facility values(17,false,false,false,false,true);

insert into rooms\_facility values(18,true,false,false,false,true);

insert into rooms\_facility values(19,false,true,false,false,true);

insert into rooms\_facility values(20,true,true,false,false,true);

insert into rooms\_facility values(21,false,false,true,false,true);

insert into rooms\_facility values(22,true,false,true,false,true);

insert into rooms\_facility values(23,false,true,true,false,true);

insert into rooms\_facility values(24,true,true,true,false,true);

insert into rooms\_facility values(25,false,false,false,true,true);

insert into rooms\_facility values(26,true,false,false,true,true);

insert into rooms\_facility values(27,false,true,false,true,true);

insert into rooms\_facility values(28,true,true,false,true,true);

insert into rooms\_facility values(29,false,false,true,true,true);

insert into rooms\_facility values(30,true,false,true,true,true);

insert into rooms\_facility values(31,false,true,true,true,true);

insert into rooms\_facility values(32,true,true,true,true,true);