



U	D	(r, c)	→	(max_r, c)
U	R	(r, c)	→	(max_c, max_r)
U	L	(r, c)	→	(c, 0)
D	U	(r, c)	→	(0, c)
D	R	(r, c)	→	(max_Dim - c, 0)
D	L	(r, c)	→	(c, max_Dim)
R	U	(r, c)	→	(0, max_Dim - r)
R	D	(r, c)	→	(c, r)
R	L	(r, c)	→	(r, 0)
L	U	(r, c)	→	(0, r)
L	D	(r, c)	→	(max_Dim, max_Dim - r)
L	R	(r, c)	→	(r, max_Dim)

