using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace \_28\_August\_2016

{

class Program

{

static void Main(string[] args)

{

var number = int.Parse(Console.ReadLine());

var numberCopy = number;

var digit3 = numberCopy % 10;

numberCopy /= 10;

var digit2 = numberCopy % 10;

numberCopy /= 10;

var digit1 = numberCopy % 10;

var rows = digit1 + digit2;

var cols = digit1 + digit3;

for (int i = 0; i < rows; i++)

{

for (int j = 0; j <cols; j++)

{

if (number % 5 == 0)

{

number -= digit1;

Console.Write($"{number} ");

}

else if (number % 3 == 0)

{

number -= digit2;

Console.Write($"{number} ");

}

else

{

number += digit3;

Console.Write($"{number} ");

}

}

Console.WriteLine();

}

}

}

}