

## 2 Self Destruct Codes

A villain's base self destruct system is locked by a simple numerical code. The villain is forgetful but thinks he is very clever. You have been able to deduce how the villain comes up with his codes, because of how much he likes to brag about it. You have also been able to determine the digits included in his code by worn number pads elsewhere in the base.

The code is a prime number from the fibonacci sequence that is at most 16 digits. In order to obfuscate the code, the villain reseeds the fibonacci sequence's initial numbers.

The fibonacci sequence is a series of numbers where each new number is found by adding the previous two numbers before it.

You will be given the first two numbers of the villain's custom fibonacci sequence, followed by all the digits the number may contain.

Output all the possible codes seperated with a space. Output "No Code" if it is not possible.

Note: remember that 1 is not a prime number.

Note: The ↵ symbol in the examples below represents a newline character.

### Sample Input

```
0 1 2345↵
0 1 2480↵
3 9 27↵
5 7 0123456789↵
```

### Sample Output

```
2 3 5 233↵
2↵
No Code↵
5 7 19 31 131 1453 2351 42187 1981891 3206767 13584083 332484016063 66165989928299↵
```