

C:

```
#include <stdio.h>
```

```
#define gc getchar_unlocked
```

```
int getn(){
    int n = 0, c = gc();
    while(c < '0' || c > '9') c = gc();
    while(c >= '0' && c <= '9')
        n = (n<<3) + (n<<1) + c - '0', c = gc();
    return n;
}
```

```
int main(){
    char a[100][100];
    int T,N,M, i,j;

    T = getn();
    while(T--){
        N = getn(), M = getn();

        for(i = 0; i < N; i += 3)
            for(j = 0; j < M; ++j)
                a[i][j] = '#';
        for(i = 1; i < N; i += 3)
            for(j = 0; j < M; ++j)
                a[i][j] = (j&1) ? '.' : '#';
        for(i = 2; i < N; i += 3){
```

```

if(i == N-1){
    for(j = 0; j < M; ++j)
        a[i][j] = (j&1) ? '.' : '#';
}
else{
    a[i][0] = '#', a[i][1] = '.';
    for(j = 2; j < M; ++j)
        a[i][j] = (j&1) ? '#' : '.';
    }
}

```

```

for(i = 0; i < N; ++i){
    for(j = 0; j < M; ++j)
        printf("%c", a[i][j]);
    printf("\n");
}
}
return 0;
}

```

C++:

```

#include<cstdio>
#include<cstdlib>
#include<iostream>
#include<algorithm>
#include<cstring>
#include<queue>
#include<vector>
#include<map>

```

```
#include<set>

#include<stack>

#include<string>

#include<cmath>

#include<cctype>

#include<ctime>

#include<bitset>

using namespace std;

const int maxlongint=2147483647;

const int inf=1000000000;

char pr1[1010][1010],pr2[1010][1010];

int main()

{

    int T;

    cin>>T;

    while(T--)

    {

        memset(pr1,0,sizeof(pr1));

        memset(pr2,0,sizeof(pr2));

        int ans1=0,ans2=0;

        int n,m,n1,n2;

        cin>>n>>m;

        for(n1=1;n1<=n;n1++)

        {

            for(n2=1;n2<=m;n2++)

            {

                if(n1%6==1||n2==1&& n1%6!=4)||n1%6==2&& n2%2==1)||n1%6==0&& n2%2==1)||n1%6==3&& n2%2==0)||n1%6==5&& n2%2==0)||n1%6==4&& n2!=1))

                    pr1[n1][n2]='#';

            }

        }

    }

}
```

```

        else

            pr1[n1][n2]='.';

    }

    if(m%2==0)
    {
        for(n1=1;n1<=n-9||n1==n-7||(n1==n-8&&m%4==0);n1+=12)
        {
            pr1[n1+5][m]='#';
            pr1[n1+7][m]='#';
            pr1[n1+6][m]='.';
            pr1[n1+3][1]='#';
            pr1[n1+3][2]='.';
            pr1[n1+9][1]='#';
            pr1[n1+9][2]='.';

        }
    }

    if(m%2==1&&n%6==5)
    {
        pr1[n-1][1]='#';
        pr1[n-1][2]='.';
        pr1[n][m]='#';
        pr1[n-2][m]='#';
        pr1[n-1][m]='.';

    }

    /*if(n%6==2&&m%2==0)
    {
        pr1[n][m]='#';
        pr1[n-1][m]='.';
        pr1[n-2][m]='#';
    }

```

```

        pr1[n-4][1]='#';
        pr1[n-4][2]='.';
    }*/
/*
if(n%6==5&& m%2==1)
{
    pr1[n][m]='#';
    pr1[n-1][m]='.';
    pr1[n-2][m]='#';
    pr1[m-1][1]='#';
    pr1[m-1][2]='.';
}*/
if(n%6==3)
{
    for(n2=1;n2<=m;n2++)
        if(n2%4!=3)
            pr1[n][n2]='#';
        else
            pr1[n][n2]='.';
    if(m%4==0&&n%12!=9)
    {
        pr1[n][m-1]='#';
        pr1[n][m-2]='.';
    }
}
if(n%6==0)
{
    for(n2=1;n2<=m;n2++)
        if(n2%4!=2)
            pr1[n][n2]='#';

```

```

else
    pr1[n][n2]='.';
if(m%4==3)
{
    pr1[n-1][m]='#';
    pr1[n-2][m]='.';
    pr1[n-3][m]='#';
    pr1[n-2][1]='#';
    pr1[n-2][2]='.';
}
}
for(n1=1;n1<=n;n1++)
{
    for(n2=1;n2<=m;n2++)

        if(n2%6==1 || (n1==1&& n2%6!=4) || (n2%6==2&& n1%2==1) || (n2%6==0&& n1%2==1) || (n2%6==
3&& n1%2==0) || (n2%6==5&& n1%2==0) || (n2%6==4&& n1!=1))

            pr2[n1][n2]='#';
        else
            pr2[n1][n2]='.';
    }
if(n%2==1&& m%6==5)
{
    pr2[1][m-1]='#';
    pr2[2][m-1]='.';
    pr2[n][m]='#';
    pr2[n][m-2]='#';
    pr2[n][m-1]='.';
}
}

```

```

if(n%2==0)
{
    for(n1=1;n1<=m-9||n1==m-7||(n1==m-8&& n%4==0);n1+=12)
    {
        pr2[n][n1+5]='#';
        pr2[n][n1+7]='#';
        pr2[n][n1+6]='.';
        pr2[1][n1+3]='#';
        pr2[2][n1+3]='.';
        if(n1+9<=m)
        {
            pr2[1][n1+9]='#';
            pr2[2][n1+9]='.';
        }
    }
}

if(m%6==3)
{
    for(n2=1;n2<=n;n2++)
        if(n2%4!=3)
            pr2[n2][m]='#';
        else
            pr2[n2][m]='.';
    if(n%4==0&&m%12!=9)
    {
        pr2[n-1][m]='#';
        pr2[n-2][m]='.';
    }
}

```

```

/*if(m%6==2&& n%2==0)
{
    pr2[n][m]='#';
    pr2[n][m-1]='.';
    pr2[n][m-2]='#';
    pr2[1][m-4]='#';
    pr2[2][m-4]='.';
}*/
/*
if(m%6==5&& n%2==1)
{
    pr2[n][m]='#';
    pr2[n][m-1]='.';
    pr2[n][m-2]='#';
    pr2[1][m-1]='#';
    pr2[2][m-1]='.';
}*/
if(m%6==0)
{
    for(n2=1;n2<=n;n2++)
        if(n2%4!=2)
            pr2[n2][m]='#';
        else
            pr2[n2][m]='.';
    if(n%4==3)
    {
        pr2[n][m-1]='#';
        pr2[n][m-2]='.';
        pr2[n][m-3]='#';
        pr2[1][m-2]='#';
    }
}

```



```

        pr2[2][m-2]='.';
    }
}
int k=0;
for(n1=1;n1<=n;n1++)
    for(n2=1;n2<=m;n2++)
    {
        if(pr1[n1][n2]=='#')
            k++;
        if(pr2[n1][n2]=='#')
            k--;
    }
//    cout<<k<<endl;
if(k>=0)
    for(n1=1;n1<=n;n1++)
        printf("%s\n",pr1[n1]+1);
else
    for(n1=1;n1<=n;n1++)
        printf("%s\n",pr2[n1]+1);
}
}

```