C:

```
#include<stdio.h>

int main()
{
   char tem;
   int t,n,a[100][100],i,j;
   scanf("%d",&t);
   while(t--)
   {
          scanf("%d",&n);
          for(i=0;i<n;i++)
          {
                    for(j=0;j<n;j++)
                    {
                              scanf("%d",&a[i][j]);
                    }
          }
          for(i=0;i<n;i++)
          {
                    for(j=0;j<n;j++)
                    {
                              scanf("%d",&a[i][j]);
                    }
          }
          for(i=1;i<=n;i++)
                     printf("%d ",i);
          printf("\n");
```

```
        for(i=1;i<=n;i++)
                printf("%d ",i);
    }
    scanf("%c%c",&tem,&tem);
    return 0;
}
```

PYTHON:

```
import sys
from random import shuffle

def getGraph(v):
    g = {}
```

```
    t = 0
    for i in range(v):
        k = raw_input().split();
        for j in range(len(k)):
            k[j] = int(k[j])
        g[i] =k
        t += sum(g[i])
    return g,int(t/2)



def comEdges(u,v):
    c=0
    for i in range(len(u)):
        if((u[i]-v[i])>=0):
            c += min(u[i],v[i])
    return c

def getSimilar(g1,g2,e1,e2,v):
    common = 0
    for i in range(v):
        common += comEdges(g1[i],g2[i])
    '''print(int((2*common)/(e1+e2)))'''
    return

def isSimilar(v):
    g1,e1 = getGraph(v)
    g2,e2 = getGraph(v)
    '''print(g1,e1)
    print(g2,e2)'''
```

```
    getSimilar(g1,g2,e1,e2,v)
    a=[i+1 for i in range(v)]
    print(' '.join(map(str,a)))
    print(' '.join(map(str,a)))
    shuffle(a)
    return

def main():
    t=int(raw_input())
    while t>0:
        n=int(raw_input())
        isSimilar(n)
        t-=1
    return

if __name__ == '__main__':
    main()
    sys.exit()
```