Problem H. Hexes in viewport

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Input file: input.txt	Time limit: 1 sec
Output file: output.txt	Memory limit: 256 Mb

Statement

A game development company has started prototyping a new game, which is played on a field based on a hexagonal grid. The first task is to display a part of the grid in the player's viewport. To speed up the prototyping phase, it was decided to use text-based representation instead of graphics.

The hexagonal grid is composed of nearly perfect hexagons with the side of N characters. In every hexagon, the top and the bottom sides are composed of N "_" characters (ASCII 95), the right-top and the left-bottom sides are composed of N "\" characters (ASCII 92), the left-top and the right-bottom sides are composed of N "/" characters (ASCII 47). All other characters of the field are "." (ASCII 46).

The grid is assumed to be infinite, with the position $(0; 0)$ corresponding to the leftmost character of the top side of a hexagon. The player's viewport is a rectangle displaying some part of the field.

You program must, given the coordinates x, y of the top left corner of the viewport and w, h — the viewport width and height, output the content of the viewport.

Input file format

Input file contains integers $N\,x\,y\,w\,h$.

Output file format

Output file must contain h lines of w characters each — the viewport content.

Constraints

$1 \le N \le 100$, $0 \le x, y \le 10^9$, $1 \le w, h \le 100$

Sample tests

No.	Input file (input.txt)	Output file (output.txt)

1	3 0 2 33 10	`....\...../.....\...../.....\....`
		`.....\___/.......\___/.......\___`
		`...../...\......./...\......./...`
		`..../.....\...../.....\...../....`
		`___/......\___/.......\___/.....`
		`...\......./...\......./...\....`
		`....\...../.....\...../.....\....`
		`.....\___/.......\___/.......\___`
		`...../...\......./...\......./...`
		`..../.....\...../.....\...../....`

0.033s 0.007s 9