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Eight

Language: ▼

Time Limit: 1000MS

Memory Limit: 65536K

Total Submissions: 33315

Accepted: 14440 **Special Judge**

Description

The 15-puzzle has been around for over 100 years; even if you don't know it by that name, you've seen it. It is constructed with 15 sliding tiles, each with a number from 1 to 15 on it, and all packed into a 4 by 4 frame with one tile missing. Let's call the missing tile 'x'; the object of the puzzle is to arrange the tiles so that they are ordered as:

```

1  2  3  4
5  6  7  8
9 10 11 12
13 14 15  x

```

where the only legal operation is to exchange 'x' with one of the tiles with which it shares an edge. As an example, the following sequence of moves solves a slightly scrambled puzzle:

```

1  2  3  4    1  2  3  4    1  2  3  4    1  2  3  4

```

The letters in the previous row indicate which neighbor of the 'x' tile is swapped with the 'x' tile at each step; legal values are 'r','l','u' and 'd', for right, left, up, and down, respectively.

In this problem, you will write a program for solving the less well-known 8-puzzle, composed of tiles on a three by three arrangement.

Input

1	2	3
x	4	6
7	5	8

is described by this list:

1 2 3 x 4 6 7 5 8

Output

