

A. Immobile Knight

time limit per test: 2 seconds

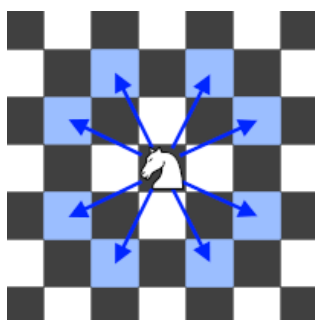
memory limit per test: 256 megabytes

input: standard input

output: standard output

There is a chess board of size $n \times m$. The rows are numbered from 1 to n , the columns are numbered from 1 to m .

Let's call a cell *isolated* if a knight placed in that cell can't move to any other cell on the board. Recall that a chess knight moves two cells in one direction and one cell in a perpendicular direction:



Find any *isolated* cell on the board. If there are no such cells, print any cell on the board.

Input

The first line contains a single integer t ($1 \leq t \leq 64$) — the number of testcases.

The only line of each testcase contains two integers n and m ($1 \leq n, m \leq 8$) — the number of rows and columns of the board.

Output

For each testcase, print two integers — the row and the column of any *isolated* cell on the board. If there are no such cells, print any cell on the board.

Example

input	Copy
3 1 7 8 8 3 3	
output	Copy
1 7 7 2 2 2	

Note

In the first testcase, all cells are *isolated*. A knight can't move from any cell of the board to any other one. Thus, any cell on board is a correct answer.

In the second testcase, there are no *isolated* cells. On a normal chess board, a knight has at least two moves from any cell. Thus, again, any cell is a correct answer.

In the third testcase, only the middle cell of the board is *isolated*. The knight can move freely around the border of the board, but can't escape the middle.



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