STL map

Implement different operations on maps.

Input:
The first line of input contains an integer **T** denoting the no of test cases . Then T test cases follow. The first line of input contains an integer **Q** denoting the no of queries . Then in the next line are **Q** space separated queries .
A query can be of three types
1. a x y (adds a value with key x and value y to the map)
2. b x (print value of x is present in the map else print -1.)
3. c (prints values x and y separated by space i.e., contents of map)

Output:
The output for each test case will be space separated integers denoting the results of each query .

Constraints:
1<=T<=100
1<=Q<=100

Example:

Input
2
4
a 1 2 a 66 3 b 66 c
3
a 1 66 b 5 c

Output
3 1 2 66 3
-1 1 66

Explanation :

For the first test case

There are four queries. Queries are performed in this order

1. a 1 2 --> map has a key 1 with value 2
2. a 66 3 --> map has a key 66 with value 3
3. b 66 --> prints the value of key 66 if its present in the map ie 3.
4. c --> print the contents of map separated by space ie (1 2 66 3)

For the sec test case

There are three queries. Queries are performed in this order

1. a 1 66 --> adds a key 1 with a value of 66 in the map
2. b 5 --> since the key 5 is not present in the map hence -1 is printed.
3. c --> prints contents of map separated by space ie(1 66)