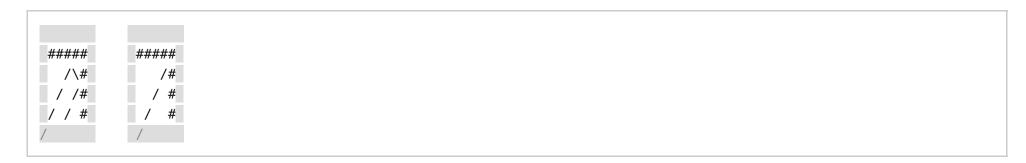
RAY OF LIGHT

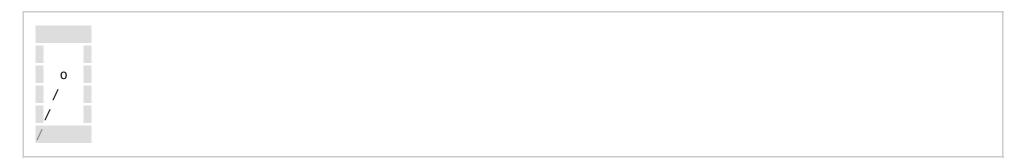
CHALLENGE DESCRIPTION:

You are given a plan of a room with 10×10 cells size. The walls in the room are marked with a number sign '#'. They are specular and they reflect light. If a ray hits a corner of the room, its distribution stops:

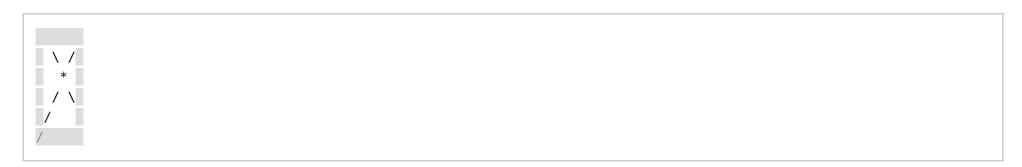


There can be columns and prisms in the room at a distance at least 1 cell from the walls.

The columns are marked with the 'o' symbol. They absorb light. If a ray hits a column, its distribution stops:



The prisms are marked with an asterisk '*'. They split a ray into three parts. One of them goes in the same direction as the original ray, two others are turned by ±90°:



There is a hole in one of the walls. A ray of light is let into the room through the hole at an angle aliquot to 45° to the walls:

Show the path of light distribution using pseudo-graphics. Use slash '/' to show the fragment turned to 45° or 225°, backslash '\' to show the fragment turned to 315° or 135°, and 'X' symbol to show the fragment where two rays are crossed:

The maximum distance of light distribution is 20 cells, including the first and the last cells, but excluding the cells with prisms.

INPUT SAMPLE:

The first argument is a file with test cases. Each line contains serialized plan of a room, starting from the upper-left cell.

For example:

OUTPUT SAMPLE:

Show the path of light distribution on the plan, using pseudo-graphics. Print the result to stdout in a serialized way similarly to the input.

For example:



CONSTRAINTS:

- 1. A room size is 10×10 cells.
- 2. The maximum distance of light distribution is 20 cells, including the first and the last cells, but excluding the cells with prisms.
- 3. There are 40 test cases in the input.