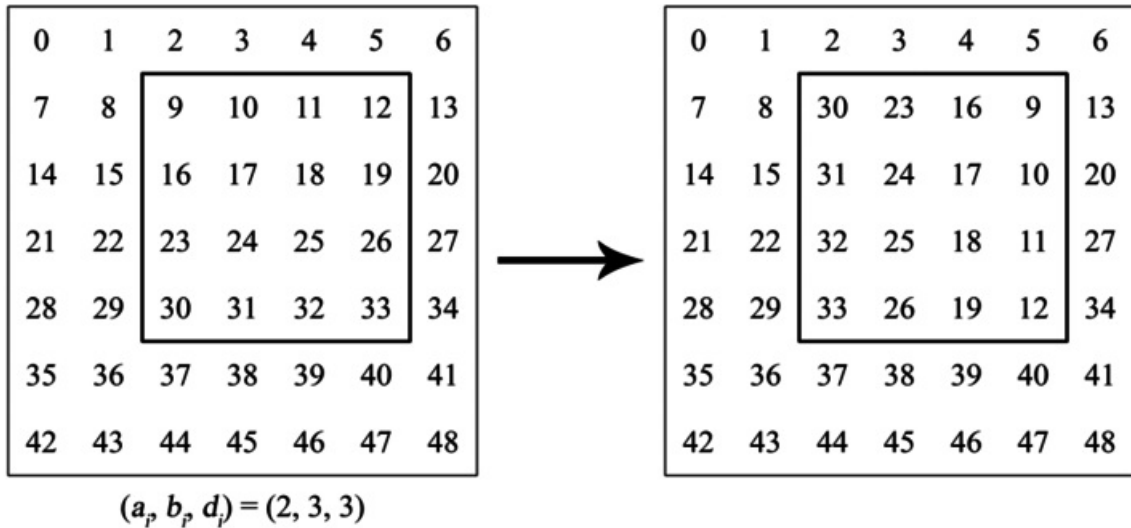


King Richard is leading a troop of  $N^2$  knights into battle! Being very organized, he labels his knights  $K_0, K_1, \dots, K_{N^2-1}$  and arranges them in an  $N \times N$  square formation, demonstrated below:

$N$ columns					$N$ rows
$K_0$	$K_1$	$K_2$	...	$K_{N-1}$	
$K_N$	$K_{N+1}$	$K_{N+2}$	...	$K_{2N-1}$	
$K_{2N}$	$K_{2N+1}$	$K_{2N+2}$	...	$K_{3N-1}$	
...	...	...	...	...	
$K_{N \cdot (N-1)}$	$K_{N \cdot (N-1)+1}$	$K_{N \cdot (N-1)+2}$	...	$K_{N^2-1}$	

Before the battle begins, he wants to test how well his knights follow instructions. He issues  $S$  drill commands, where each command follows the format  $a_i \ b_i \ d_i$  and is executed like so:

- All knights in the square having the top-left corner at location  $(a_i, b_i)$  and the bottom-right corner at location  $(a_i + d_i, b_i + d_i)$  rotate  $90^\circ$  in the clockwise direction. Recall that some location  $(r, c)$  denotes the cell located at the intersection of row  $r$  and column  $c$ . For example:



You must follow the commands sequentially. *The square for each command is completely contained within the square for the previous command.* Assume all knights follow the commands perfectly.

After performing all  $S$  drill commands, it's time for battle! King Richard chooses knights  $K_{w_1}, K_{w_2}, \dots, K_{w_L}$  for his first wave of attack; however, because the knights were reordered by the drill commands, he's not sure where his chosen knights are!

As his second-in-command, you must *find the locations of the knights*. For each knight  $K_{w_1}, K_{w_2}, \dots, K_{w_L}$ , print the knight's row and column locations as two space-separated values on a new line.

### Input Format

This is broken down into three parts:

1. The first line contains a single integer,  $N$ .
2. The second line contains a single integer,  $S$ .
  - Each line  $i$  of the  $S$  subsequent lines describes a command in the form of three space-separated integers corresponding to  $a_i$ ,  $b_i$ , and  $d_i$ , respectively.
3. The next line contains a single integer,  $L$ .
  - Each line  $j$  of the  $L$  subsequent lines describes a knight the King wants to find in the form of a single integer corresponding to  $w_j$ .

### Constraints

- $1 \leq S \leq 2 \cdot 10^5$
- $7 \leq N \leq 3 \cdot 10^7$
- $1 \leq a_i, b_i \leq N$
- $0 \leq d_i < N$
- $a_{i-1} \leq a_i$  and  $a_i + d_i \leq a_{i-1} + d_{i-1}$
- $b_{i-1} \leq b_i$  and  $b_i + d_i \leq b_{i-1} + d_{i-1}$
- $1 \leq L \leq 2 \cdot 10^5$
- $0 \leq w_j < N^2$

### Subtask

- $7 \leq N \leq 3000$  for 25% of the maximum score.

### Output Format

Print  $L$  lines of output, where each line  $j$  contains two space-separated integers describing the respective *row* and *column* values where knight  $K_{w_j}$  is located.

### Sample Input

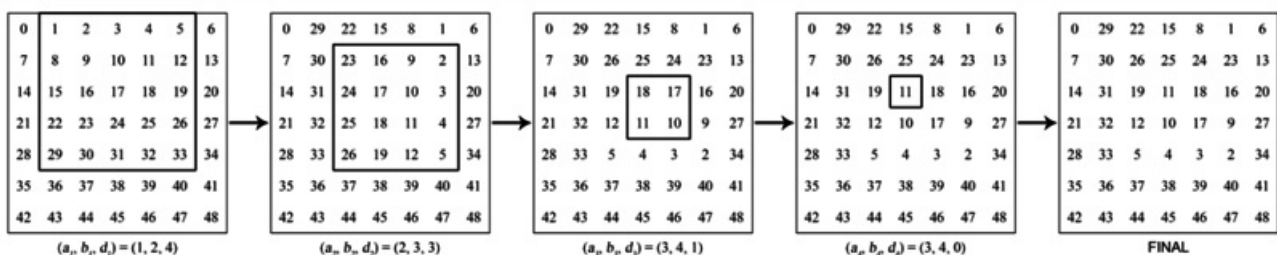
```
7
4
1 2 4
2 3 3
3 4 1
3 4 0
7
0
6
9
11
24
25
48
```

### Sample Output

```
1 1
1 7
4 6
3 4
2 5
2 4
7 7
```

### Explanation

The following diagram demonstrates the sequence of commands:



Click [here](#) to download a larger image.

In the final configuration:

- Knight  $K_0$  is at location  $(1, 1)$

- Knight  $K_6$  is at location  $(1, 7)$
- Knight  $K_9$  is at location  $(4, 6)$
- Knight  $K_{11}$  is at location  $(3, 4)$
- Knight  $K_{24}$  is at location  $(2, 5)$
- Knight  $K_{25}$  is at location  $(2, 4)$
- Knight  $K_{48}$  is at location  $(7, 7)$