

## 1180 - Bijele

### Description

Mirko has found an old chessboard and a set of pieces in his attic. Unfortunately, the set contains only white pieces, and apparently an incorrect number of them. A set of pieces should contain:

- One king
- One queen
- Two rooks
- Two bishops
- Two knights
- Eight pawns

Mirko would like to know how many pieces of each type he should add or remove to make a valid set.

### Input specification

The first line contain a number **n**, is the number of test cases. The input for each test case consists of 6 integers on a single line, each between 0 and 10 (inclusive). The numbers are, in order, the numbers of kings, queens, rooks, bishops, knights and pawns in the set Mirko found.

### Output specification

Output should consist of 6 integers on a single line; the number of pieces of each type Mirko should add or remove. If a number is positive, Mirko needs to add that many pieces. If a number is negative, Mirko needs to remove pieces.

### Sample input

```
2
0 1 2 2 2 7
2 1 2 1 2 1
```

### Sample output

```
1 0 0 0 0 1
-1 0 0 1 0 7
```

### Hint(s)