I'm Gonna Wreck It!

King Candy has ordered Sour Bill, Wynnchel and Duncan to build candy walls to slow down Ralph -- who is on the way to the castle to save Vanellope.

Ralph is angry. The angrier Ralph is, the harder he hits!

Show Vanellope what she will see outside the window in her cell as Ralph rushes to save her.

Input

You will receive three integers, separated by spaces. The first integer tells you how tall (max height of 40) the candy wall is (use the hash character (#) to show walls). The second integer tells you how high Ralph punches. The third integer tells you how mad Ralph is on a scale of 1 to 99, where 1 is annoyed someone is talking on their phone, and 99 is strong enough to destroy the arcade.

```
6 3 11
```

Output

Show the aftermath of Ralph punching the wall. Every 10 levels of angry will cause the destruction of the wall to be one additional block more violent.

At anger level 1 the wall will fall down right next to where it was standing. At level 21 the wall will get knocked 2 spaces away from where the wall was standing before it falls over. (Use a period to show the spaces between the original wall, and the fallen wall) The part of the wall below where Ralph punches will remain unchanged.

If Ralph is so angry he misses, the second integer will be zero (to show a miss) -- in that case, simply show the wall unharmed. Ralph can *also* miss by punching **higher** than the wall is tall. Ralph is too tall to punch block number 1.

```
#
#.####
```

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continued

Discussion

Taking the example from above, let's break it down into before and after pictures. The wall before it is punched should be 6 "blocks" tall. Then Ralph hits it at block-height 3, with an anger-force of 11. From 0-9 the wall should just topple over to the right where it is hit. At 10, 20, 30 ... 90, we need to add an additional period between the remainder of the wall Ralph didn't punch, and the start of the toppled over wall on the ground. Since Ralph hits with a force of 11, that means we crossed the 10-threshold, so we need to add one period after the wall before we start scattering blocks on the ground.

```
Before      After
--------  --------
#
#
#
#
#            #
#            #.####
--------  --------
```

Reminder: have you run your solution against **all** of the student data sets?

Additional Examples

Input 1	Output 1	Input 2	Output 2
4 2 9	####	5 0 99	#
			#
			#
			#
			#

Input 3	Output 3	Input 4	Output 4
3 2 39	#...##	7 8 20	#
			#
			#
			#
			#
			#
			#