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Algorithm Steps

VI. main (...)

step 0: open inFile and outFile1

numRows, numCols, minVal, maxVal \leftarrow read from inFile

dynamically allocate ZFAry with extra 2 rows and 2 cols

dynamically allocate skeletonAry with extra 2 rows and 2 cols

Step 1: skeletonFileName \leftarrow argv[1] + "_skeleton.txt"

Step 2: skeletonFile \leftarrow open (skeletonFileName)

Step 3: deCompressedFileName \leftarrow argv[1] + "_deCompressed.txt"

Step 4: deCompressFile \leftarrow open (deCompressedFileName)

Step 5: setZero (ZFAry)

setZero (skeletonAry)

Step 6: loadImage (inFile, ZFAry)

Step 7: compute8Distance (ZFAry, outFile1) // Perform distance transform

Step 8: imageCompression (ZFAry, skeletonAry, skeletonFile, outFile1) // Perform lossless compression

Step 9: close skeletonFile

Step 10: reopen skeletonFile

Step 11: setZero (ZFAry)

Step 12: loadSkeleton (skeletonFile, ZFAry)

Step 13: imageDeCompression (ZFAry, outFile1) // Perform decompression

Step 14: deCompressFile \leftarrow output numRows, numCols, newMinVal, newMaxVal

Step 15: threshold (ZFAry, deCompressFile)

Step 16: close all files

V. Compute8Distance (ZFAry, outFile1)

Step 1: fistPass8Distance (ZFAry)

Step 2: reformatPrettyPrint (ZFAry, outFile1) // with proper caption i.e., 1st pass distance transform

Step 3: secondPass8Distance (ZFAry)

Step 4: reformatPrettyPrint (ZFAry, outFile1) // with proper caption i.e., 2nd pass distance transform

VI. imageCompression (ZFAry, skeletonAry, skeletonFile, outFile1)

Step 1: computeLocalMaxima (ZFAry, skeletonAry)

Step 2: reformatPrettyPrint (skeletonAry, outFile1) // with proper caption i.e., Local maxima, skeletonAry

Step 3: extractSkeleton (skeletonAry, skeletonFile)

VII. imageDeCompression (ZFAry, outFile1)

Step 1: firstPassExpansion (ZFAry)

Step 2: reformatPrettyPrint (ZFAry, outFile1) // with proper caption i.e., 1st pass Expansion

Step 3: secondPassExpansion (ZFAry)

Step 4: reformatPrettyPrint (ZFAry, outFile1) // with proper caption i.e., 2nd pass Expansion

Source Code

Main Class

```
int main( int argc, const char * argv[] ) {

    if(argc != 3){
        cout << "Invalid amount of arguments";
        exit(1);
    }

    string imgFile = argv[1] ;
    string outFile = argv[ 2 ] ;
    ifstream imgStream, inSkeletonStream;
    ofstream outStream, outSkeletonStream, decompressedStream;
    imgStream.open( imgFile ) ;
    outStream.open( outFile ) ;

    if( imgStream.is_open() ){
        // step 0:
        ImageCompression* imageObj = new ImageCompression( imgStream );
        // step 1 & 2:
        string skeletonFile = imgFile + "_skeleton.txt";
        outSkeletonStream.open( skeletonFile );
        // step 3 & 4:
        string decompressedFile = imgFile + "_decompressed.txt";
        decompressedStream.open( decompressedFile );
        // step 5:
        imageObj -> setZero(imageObj -> zfArr);
        imageObj -> setZero(imageObj -> skeletonArr);
        // step 6:
        imageObj -> loadImage(imgStream, imageObj -> zfArr);
        outStream << "Original Image \n";
        imageObj -> reformatPrettyPrint(imageObj -> zfArr, outStream);
        // step 7:
        imageObj -> compute8Distance(imageObj -> zfArr, outStream);
        // step 8:
        imageObj -> imageCompression(imageObj -> zfArr, imageObj -> skeletonArr, outSkeletonStream, outStream);
        // step 9:
    }
```

```
// step 9, 10, 11:
outSkeletonStream.close();
inSkeletonStream.open(skeletonFile);
imageObj -> setZero(imageObj -> zfArr);
// step 12:
imageObj -> loadSkeleton(inSkeletonStream, imageObj -> zfArr);
outStream << "loaded from skeleton \n";
imageObj -> reformatPrettyPrint(imageObj -> zfArr, outStream);
// step 13:
imageObj -> imageDecompression(imageObj -> zfArr, outStream);
// step 14:
decompressedStream << imageObj -> numRows << " " << imageObj -> numCols << " " << 0 << " " << 1 << " " << endl;
// step 15:
imageObj -> threshold(imageObj -> zfArr, decompressedStream);
// step 16:
imgStream.close() ;
outStream.close();
inSkeletonStream.close();
decompressedStream.close();
delete imageObj ;
}
else{
    cout << "Error: Input" << endl ;
}

return 0;
```

ImageCompression

```
class ImageCompression{
public:
    int numRows,
        numCols,
        minVal,
        maxVal,
        newMinVal,
        newMaxVal,
        rowSize,
        colSize;

    int **skeletonArr, **zfArr;

public:
    ImageCompression( ifstream &imgFile ){
        read_header(imgFile);
        this -> newMaxVal = 0;
        this -> newMinVal = 99999;
        this -> rowSize = this -> numRows + 2;
        this -> colSize = this -> numCols + 2;
        this -> zfArr = new int* [this -> rowSize];
        this -> skeletonArr = new int* [this -> rowSize];

        // create 2D array
        for(int i = 0; i < this -> rowSize; i++){
            this -> zfArr[i] = new int [this -> colSize];
            this -> skeletonArr[i] = new int [this -> colSize];
        }
    }
}
```

```
void read_header( ifstream &inFile ){
    inFile >> this -> numRows >> this -> numCols >> this -> minVal >> this -> maxVal ;
}

void setZero(int** arr){
    for(int i = 0; i < this -> rowSize; i++){
        for(int j = 0; j < this -> colSize; j++){
            arr[i][j] = 0;
        }
    }
}

void loadImage(ifstream &inFile, int** arr){
    for(int i = 1; i < this -> numRows + 1; i++){
        for(int j = 1; j < this -> numCols + 1; j++){
            inFile >> arr[i][j];
        }
    }
}

void compute8Distance(int** arr, ofstream &output){
    firstPass8Distance(arr);
    output << "Distance Transform: 1st Pass \n";
    reformatPrettyPrint(arr, output);
    secondPass8Distance(arr);
    output << "Distance Transform: 2nd Pass \n";
    reformatPrettyPrint(arr, output);
}

void firstPass8Distance(int** arr){
    // step 1 & 3:
    for(int i = 1; i < this -> numRows + 1; i++){
        for(int j = 1; j < this -> numCols + 1; j++){
            int p = arr[i][j];

            // step 2:
            if(p > 0){
                int a = arr[i-1][j-1];
                int b = arr[i-1][j];
                int c = arr[i-1][j+1];
                int d = arr[i][j-1];

                arr[i][j] = min( min(a,b), min(c,d) ) + 1;
            }
        }
    }
}
```

```
void computeLocalMaxima(int** zfArr, int** skeletonArr){
    // Step 1 & 3:
    for(int i = 1; i < this -> numRows + 1; i++){
        for(int j = 1; j < this -> numCols + 1; j++){

            // Step 2:
            int p = zfArr[i][j];
            int a = zfArr[i-1][j-1];
            int b = zfArr[i-1][j];
            int c = zfArr[i-1][j+1];
            int d = zfArr[i][j-1];
            int e = zfArr[i][j+1];
            int f = zfArr[i+1][j-1];
            int g = zfArr[i+1][j];
            int h = zfArr[i+1][j+1];
            int neighbors[8] = {a,b,c,d,e,f,g,h};

            // isLocalMaxima
            bool flag = true;
            for(int k = 0; k < 9; k++){
                if(p >= neighbors[k]) continue;
                else flag = false;
            }

            if( flag ){
                skeletonArr[i][j] = p;
                if(p > this -> newMaxVal) this -> newMaxVal = p;
                else if( p < this -> newMinVal ) this -> newMinVal = p;
            }
            else {
                skeletonArr[i][j] = 0;
                this -> newMinVal = 0;
            }
        }
    }
}
```

```
void loadSkeleton(ifstream &inFile, int** arr){
    read_header(inFile);
    int r, c, val;
    inFile >> r >> c >> val;

    for(int i = 0; i < this -> rowSize; i++){
        for(int j = 0; j < this -> colSize; j++){
            if(i == r && j == c){
                arr[i][j] = val;
                inFile >> r >> c >> val;
            }
            else arr[i][j] = 0;
        }
    }
}

void extractSkeleton(int** arr, ofstream &output){
    output << this -> numRows << " " << this -> numCols << " " << this -> newMinVal << " " << this -> newMaxVal << endl;
    for(int i = 1; i < this -> numRows + 1; i++){
        for(int j = 1; j < this -> numCols + 1; j++){
            if( arr[i][j] > 0 ) output << i << " " << j << " " << arr[i][j] << endl;
        }
    }
}

void reformatPrettyPrint(int** arr, ofstream &output){
    for(int i = 0; i < this -> rowSize; i++){
        for(int j = 0; j < this -> colSize; j++){
            output << arr[i][j] << " ";
        }
        output << endl;
    }
    output << endl;
}
```

```
void imageDecompression(int** arr, ofstream &output){
    firstPassExpansion(arr);
    output << "Image Decompression: Expansion Pass 1 \n";
    reformatPrettyPrint(arr, output);
    secondPassExpansion(arr);
    output << "Image Decompression: Expansion Pass 2 \n";
    reformatPrettyPrint(zfArr, output);
}

void firstPassExpansion(int** arr){
    for(int i = 1; i < this -> numRows; i++){
        for(int j = 1; j < this -> numCols; j++){
            int p = arr[i][j];
            if(p == 0){
                int a = zfArr[i-1][j-1];
                int b = zfArr[i-1][j];
                int c = zfArr[i-1][j+1];
                int d = zfArr[i][j-1];
                int e = zfArr[i][j+1];
                int f = zfArr[i+1][j-1];
                int g = zfArr[i+1][j];
                int h = zfArr[i+1][j+1];
                int maximum;
                maximum = max(
                    max( max(a,b), max(c,d) ),
                    max( max(e,f), max(g,h) )
                ) - 1;
                if(maximum < 0) arr[i][j] = 0;
                else arr[i][j] = maximum;
            }
        }
    }
}
```



```
void secondPassExpansion(int** arr){
    this -> newMaxVal = 0;
    this -> newMinVal = 999;
    for(int i = this -> numRows; i > 0; i--){
        for(int j = this -> numCols; j > 0; j--){
            int p = arr[i][j];
            int a = arr[i-1][j-1];
            int b = arr[i-1][j];
            int c = arr[i-1][j+1];
            int d = arr[i][j-1];
            int e = arr[i][j+1];
            int f = arr[i+1][j-1];
            int g = arr[i+1][j];
            int h = arr[i+1][j+1];

            int maximum;
            maximum = max(
                max(
                    max( max(a,b), max(c,d) ),
                    max( max(e,f), max(g,h) )
                ) - 1,
                p
            );

            if (p > this -> newMaxVal) this -> newMaxVal = p;
            if (p < this -> newMinVal) this -> newMinVal = p;
            if(p < maximum) arr[i][j] = maximum;
        }
    }
}

void threshold(int** arr, ofstream &output){
    for(int i = 1; i < this -> numRows + 1; i++){
        for(int j = 1; j < this -> numCols + 1; j++){
            int p = arr[i][j];
            if(p > 0) output << 1 << " ";
            else output << 0 << " ";
        }
        output << endl;
    }
}
```

Image 1 Output

Original Image

```
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 1 1 1 1 1 1 1 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 0 0 0 0 0 0
0 0 0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0 0
0 0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0 0
0 0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0 0
0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0 0
0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0
0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0
0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0
0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0 0
0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0 0
0 0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0 0
0 0 0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 1 1 1 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 1 1 1 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 1 1 1 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
```

Distance Transform: 1st Pass

```
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 1 1 1 1 1 1 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 1 1 2 2 2 2 2 1 1 0 0 0 0 0 0
0 0 0 0 0 0 0 1 1 2 2 3 3 3 2 2 1 1 0 0 0 0 0 0
0 0 0 0 0 0 1 1 2 2 3 3 4 3 3 2 2 1 1 0 0 0 0 0
0 0 0 0 0 0 1 2 2 3 3 4 4 4 3 3 2 2 1 0 0 0 0 0
0 0 0 0 0 1 1 2 3 3 4 4 5 4 4 3 3 2 1 1 0 0 0 0
0 1 1 1 1 1 2 2 3 4 4 5 5 5 4 4 3 2 2 1 1 1 1 0
0 0 0 0 0 1 2 3 3 4 5 5 6 5 5 4 3 3 2 2 0 0 0 0
0 0 0 0 0 0 1 2 3 4 5 6 6 6 5 4 4 3 3 0 0 0 0 0
0 0 0 0 0 0 1 2 3 4 5 6 7 6 5 5 4 4 1 0 0 0 0 0
0 0 0 0 0 0 0 1 2 3 4 5 6 6 6 5 5 2 0 0 0 0 0 0
0 0 0 0 0 0 0 0 1 2 3 4 5 6 6 6 3 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 1 2 3 4 5 6 4 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 1 2 3 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 1 2 1 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 1 2 1 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
```


[illegible][illegible]

Image Decompression: Expansion Pass 2

```

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 1 1 1 1 1 1 1 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 1 1 2 2 2 2 2 1 1 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 1 1 2 2 3 3 3 2 2 1 1 0 0 0 0 0 0 0 0
0 0 0 0 0 0 1 1 2 2 3 3 4 3 3 2 2 1 1 0 0 0 0 0 0 0
0 0 0 0 0 1 2 2 3 3 4 4 4 3 3 2 2 1 0 0 0 0 0 0 0 0
0 0 0 0 1 1 2 3 3 4 4 5 4 4 3 3 2 1 1 0 0 0 0 0 0 0
0 1 1 1 1 2 2 3 4 4 5 5 5 4 4 3 2 2 1 1 1 1 0 0 0 0
0 0 0 0 1 1 2 3 3 4 4 5 4 4 3 3 2 1 1 0 0 0 0 0 0 0
0 0 0 0 1 2 2 3 3 4 4 4 3 3 2 2 1 0 0 0 0 0 0 0 0 0
0 0 0 0 1 1 2 2 3 3 4 3 3 2 2 1 1 0 0 0 0 0 0 0 0 0
0 0 0 0 1 1 2 2 3 3 3 2 2 1 1 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 1 1 2 2 2 2 2 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 1 1 1 2 1 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 1 2 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 1 2 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 1 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 1 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

```

Image 1 Decompressed File

```

20 22 0 1
0 0 0 0 0 0 0 0 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 1 1 1 1 1 1 1 1 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0 0 0 0 0 0
0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0 0 0 0 0
0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0 0 0
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0 0 0
0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0 0 0 0
0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0 0 0 0
0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0 0 0 0
0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0 0 0 0
0 0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 1 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 1 1 1 1 1 1 1 1 1 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 1 1 1 1 1 1 1 1 0 0 0 0 0 0 0

```

Image 1 Skeleton File

```
20 22 0 5  
1 12 1  
2 12 1  
3 12 1  
4 12 1  
8 12 4  
10 12 5  
11 1 1  
11 2 1  
11 3 1  
11 4 1  
11 6 2  
11 9 4  
11 11 5  
11 12 5  
11 13 5  
11 15 4  
11 18 2  
11 20 1  
11 21 1  
11 22 1  
12 12 5  
14 12 4  
17 12 2  
18 12 2  
19 12 2
```

Image 2 output

[illegible]

[illegible]

[illegible]

Image 2 Decompressed File

[illegible]

Image 2 Skeleton File

	21	52	4		
	22	11	7		
	22	31	1	45	19 3
50 64 0 7	22	52	4	45	20 3
4 31 1	23	31	1	45	21 3
6 31 2	23	52	4	45	22 3
8 11 1	24	11	6	45	23 3
8 31 3	24	52	4	45	24 3
8 52 4	25	31	2	45	25 3
9 52 4	25	52	4	45	26 3
10 11 2	26	11	5	45	27 3
10 31 4	26	52	4	45	28 3
10 52 4	27	31	3	45	29 3
11 52 4	27	52	4	45	30 3
12 11 3	28	11	4	45	31 3
12 31 5	28	52	4	45	32 3
12 52 4	29	32	4	45	33 3
13 22 1	29	52	4	45	34 3
13 24 2	30	11	3	45	35 3
13 26 3	30	52	4	45	36 3
13 28 4	31	32	5	45	37 3
13 30 5	31	36	3	45	38 3
13 31 5	31	52	4	45	39 3
13 32 5	32	11	2	45	40 3
13 34 4	32	22	1	45	41 3
13 36 3	32	24	2	45	42 3
13 38 2	32	26	3	45	43 3
13 40 1	32	27	3	45	44 3
13 52 4	32	30	5	45	45 3
14 11 4	32	31	5	45	46 3
14 31 5	32	32	5	45	47 3
14 52 4	32	34	4	45	48 3
15 52 4	32	36	3	45	49 3
16 11 5	32	38	2	45	50 3
16 31 4	32	40	1	45	51 3
16 52 4	32	52	4	45	52 3
17 52 4	33	27	3	45	53 3
18 11 6	33	31	5	46	11 3
18 31 3	34	11	1	46	12 3
18 52 4	35	31	4	46	13 3
19 52 4	37	31	3	46	14 3
20 11 7	39	31	2	46	15 3
20 32 2	41	31	1	46	16 3
20 52 4	45	11	3	46	17 3
21 4 4	45	12	3	46	18 3
21 6 5	45	13	3	46	19 3
21 8 6	45	14	3	46	20 3
21 10 7	45	15	3	46	21 3
21 11 7	45	16	3	46	22 3
21 12 7	45	17	3	46	23 3
21 14 6	45	18	3	46	24 3
21 16 5	45	18	3	46	25 3
21 18 4	45	18	3	46	26 3
21 20 3	45	18	3	46	26 3
21 22 2	45	18	3	46	26 3
21 24 1	45	18	3	46	26 3