## **Puzzle**

Example task Available memory: 256 MB. Maximum running time: 1 s.

After some time John figured out a solution to a long forgotten puzzle. He wants to check if his idea is correct, so he asked you to provide a program for verification. The riddle goes something like this:

"There is given an area of  $3 \times n$  size. Can you cover all of it with bricks of  $1 \times 2$  size?" John thinks he knows when it's possible, but have some special requirements about your program.

The left lower corner of the area will be our (0,0) point. If the task is possible your program should give the integer k denoting the number of bricks needed for coverage. After that it should print exactly k lines, each containing 3 integers x, y, z. The first two numbers denotes coordinate (x,y) where the brick should be put. Last one defines, should it be put vertically or horizontally. If z = 0 the brick will be put horizontally (so it will cover fields (x,y) and (x+1,y)). If z = 1 the brick will be put vertically (it will cover fields (x,y) and (x,y+1)). Don't worry! If you know how many bricks John should put on the area, but you can't show him how to place them you can still get a reward! As you can see, there may exist more then one valid coverage. You can print **any valid one**. If the task is not possible, your program should print one line saying "Can't do that".

## Input

In the first and only line of input there is a single integer n ( $1 \le n \le 100\,000$ ) denoting the length of the rectangle.

## Output

If coverage is possible, the first line of standard output should contain exactly one integer k. Each of next k lines should contain exactly 3 integers x, y, z. If z = 0 the brick will cover fields (x, y) and (x + 1, y). If z = 1 the brick will cover fields (x, y) and (x, y + 1). Remember that bricks **cannot** intersect! If coverage is not possible, print only one line saying "Can't do that".

## Example

For the input data:	the correct result is:
1	Can't do that
For the input data:	the correct result is:
2	3
	0 0 0
	0 1 1
	1 1 1