Last night you partied a little too hard. Now there's a black and white photo of you that's about to go viral! You can't let this ruin your reputation, so you want to apply the *box blur_algorithm* to the photo to hide its content.

The pixels in the input image are represented as integers. The algorithm distorts the input image in the following way: Every pixel x in the output image has a value equal to the average value of the pixel values from the 3 \times 3 square that has its center at x, including x itself. All the pixels on the border of x are then removed.

Return the blurred image as an integer, with the fractions rounded down.

Example

For

```
image = [[1, 1, 1],
       [1, 7, 1],
       [1, 1, 1]]
```

the output should be boxBlur(image) = [[1]].

To get the value of the middle pixel in the input 3×3 square: (1 + 1 + 1 + 1 + 7 + 1 + 1 + 1 + 1 + 1) = 15 / 9 = 1.66666 = 1. The border pixels are cropped from the final result.

```
image = [[7, 4, 0, 1], [5, 6, 2, 2],
```

[5, 6, 2, 2], [6, 10, 7, 8], [1, 4, 2, 0]]

the output should be

There are four 3 \times 3 squares in the input image, so there should be four integers in the blurred output. To get the first value: (7 + 4 + 0 + 5 + 6 + 2 + 6 + 10 + 7) = 47 / 9 = 5.2222 = 5. The other three integers are obtained the same way, then the surrounding integers are cropped from the final result.

Input/Output

- [execution time limit] 0.5 seconds (cpp)
- [input] array.array.integer image

An image, stored as a rectangular matrix of non-negative integers.

Guaranteed constraints:

```
3 ≤ image.length ≤ 10,
3 ≤ image[0].length ≤ 10,
0 ≤ image[i][j] ≤ 255.
```

• [output] array.array.integer

0	A blurred image represented as integers, obtained through the process in the description.