Technical Test

Graphical editors allow users to edit images in the same way text editors let us modify documents. Images are represented as an $M \times N$ array of pixels with each pixel given colour.

Produce a program that simulates a simple interactive graphical editor.

Input

The input consists of a line containing a sequence of commands. Each command is represented by a single capital letter at the start of the line. Arguments to the command are separated by spaces and follow the command character.

Pixel co-ordinates are represented by a pair of integers: 1) a column number between 1 and M, and 2) a row number between 1 and N. Where $1 \le M$, $N \le 250$. The origin sits in the upper-left of the table. Colours are specified by capital letters.

Commands

The editor supports 7 commands:

- 1. **I M N**. Create a new *M x N* image with all pixels coloured white (O).
- 2. C. Clears the table, setting all pixels to white (O).
- 3. **LXYC**. Colours the pixel (X,Y) with colour C.
- 4. **V X Y1 Y2 C**. Draw a vertical segment of colour *C* in column *X* between rows *Y*1 and *Y*2 (inclusive).
- 5. **H X1 X2 Y C**. Draw a horizontal segment of colour *C* in row *Y* between columns *X*1 and *X*2 (inclusive).
- 6. **F** X **Y C**. Fill the region R with the colour C. R is defined as: Pixel (X,Y) belongs to R. Any other pixel which is the same colour as (X,Y) and shares a common side with any pixel in R also belongs to this region.
- 7. **S**. Show the contents of the current image
- 8. X. Terminate the session

Example

In the example below, > denotes input, => denotes program output.

```
> I 5 6

> L 2 3 A

> S

=>
00000

00000

0A000

00000

00000

00000

> F 3 3 J

> V 2 3 4 W

> H 3 4 2 Z

> S
```

=>		
JJJJJ		
JJZZJ		
JWJJJ		
JWJJJ		
JJJJJ		
JJJJJ		
33333		

Submission

We prefer submissions in Ruby although if this is a problem please contact us. It is not compulsory to submit a fully completed answer within the time allowed.

Please provide an executable solution with any source files in a common archive format (ZIP, RAR, TAR etc.).