

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 $1 \leq M$, $N \leq 250$. 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 $M \times N$ image with all pixels coloured white (O).
2. **C**. Clears the table, setting all pixels to white (O).
3. **L X Y C**. 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 Y1 and Y2 (inclusive).
5. **H X1 X2 Y C**. Draw a horizontal segment of colour C in row Y between columns X1 and X2 (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
=>
OOOOO
OOOOO
OA000
OOOOO
OOOOO
OOOOO
OOOOO
> F 3 3 J
> V 2 3 4 W
```

```
> H 3 4 2 Z
> S
=>
JJJJJ
JJZZJ
JWJJJ
JWJJJ
JJJJJ
JJJJJ
```

Submission

We prefer submissions in Clojure, Java or 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.).

