



Validate paths.

Vocabulary

- Step: [N|E|S|W].

Given the current position (r, c) , performing a step will lead to:

- N: $(r-1, c)$
- E: $(r, c+1)$
- S: $(r+1, c)$
- W: $(r, c-1)$

- Path: $(c \text{ sp } n \text{ s}_1 \text{ s}_2 \dots \text{ s}_n)$, where c is the color of the path, sp is the starting position of the path, n is the length of the path, and s_i is the i -th step in the path.



For every path you can assume:

- It has a valid color: $1 \leq c_{\text{path}} \leq (pNr/2)$
- Starts from a point. $sp_{\text{path}} \in \text{set of points}$, and $c_{\text{path}} == c_{sp}$

A path is invalid if any of the following cases occur:

1. Does not end in the corresponding place. (the second point with the same color)
a valid paths end point is :
 $ep_{\text{path}} \in \text{set of points}$, and $c_{\text{path}} == c_{ep}$, where ep is the position after performing all the steps of the path
2. Goes out of bounds.
3. Crosses itself.
4. Touches point of a different color.

For each input specify if it's valid (code = 1) or invalid (code = -1).

Also specify the index of the step that caused the invalidity. For valid paths and paths that don't finish in the corresponding place, return the length of the path.

If there are multiple invalidities output the index of the first invalid step.



► Input

rows cols numberOfPoints Point₁ Point₂ ... Point_{numberOfPoints} numberOfPaths Path₁ Path₂ ... Path_{numberOfPaths}

numberOfPaths will always be 1 (for this level)

Output ►

code index

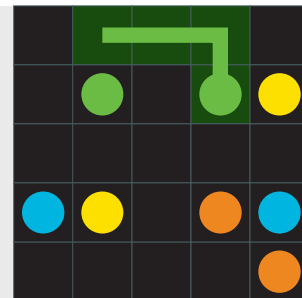


1 8



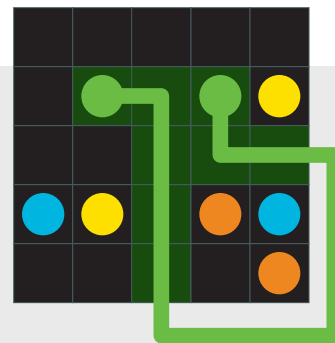
5 5 8 7 1 9 1 10 2 16 3 17 2 19 4 20 3 25 4 1 1 9 3 N W W

Example output

$$\begin{matrix} -1 & 3 \end{matrix}$$


5 5 8 7 1 9 1 10 2 16 3 17 2 19 4 20 3 25 4 1 1 9 14 S E E S S S W W W
N N N N W

Example output

$$\begin{matrix} -1 & 3 \end{matrix}$$


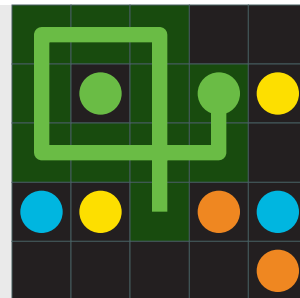


Example of invalidity 3

5 5 8 7 1 9 1 10 2 16 3 17 2 19 4 20 3 25 4 1 1 9 11 S W W W N N E E S S S

Example output

-1 10



Example of invalidity 4

5 5 8 7 1 9 1 10 2 16 3 17 2 19 4 20 3 25 4 1 1 9 3 S S W

Example output

-1 2

