There is a convex polygon P on the Cartesian plane satisfying the following conditions:

- 1. The number of vertices n satisfies  $3 \le n \le 20$ , and each vertex (x, y) satisfies  $|x|, |y| \le 10000$ .
- 2. (0,0) is strictly inside P.
- 3. No two edges are collinear.
- 4. No edges are parallel to x or y axis.
- 5. Vertices have integer coordinates.

Your task is to "guess" the polygon.

## **Interaction Protocol**

Your program should read from standard input, and write to standard output. After printing each line to the standard output, you should flush the output, by calling fflush(stdout) or cout << flush in C/C++, flush(output) in Pascal and System.out.flush() in Java. Please read general instructions for interactive problems for more information.

First, read the number of test cases T ( $1 \le T \le 100$ ). For each test case, you can issue one or more 'AskX' and 'AskY' commands followed by one 'Answer' command.

Command	Description
AskX $x_0$	Returns $c$ , the number of intersection points between $P$
_	and line $x = x_0$ , and their y coordinates, $y_1 y_2 \dots y_c$ .
AskY $y_0$	Returns $c$ , the number of intersection points between $P$
	and line $y = y_0$ , and their x coordinates, $x_1 x_2 \dots x_c$ .
Answer $n$	Tell us your answer. The vertices must be in counter-
$x_1 y_1$	clockwise but you can start from any vertex.
$x_2 y_2$	This command does not return anything.
$x_n y_n$	

Each returned coordinate is given in "reduced fraction form" by two integer a and b, that means the coordinate is a/b.

If your program violated any of these rules (bad format, invalid arguments etc), the server will exit immediately, and you will receive Protocol Violation (PV).

## **Protocol Limit**

For each test case, you can issue at most 500 Ask ('AskX' or 'AskY') commands, otherwise you'll get Protocol Limit Exceeded (PLE).

**Sample Explanation:** Note that this interaction is only valid and does not mean the user program can really deduce the answer from the AskX/AskY commands before it.

## Sample Interaction

1	
1.0.1	AskX -6
1 2 1	AskX -5
2 -5 1 17 5	AskY 2
2 16 1 -6 1	AskY -20
0	
	Answer 5
	8 -9
	16 2
	-1 9
	-6 2
	-5 -5