Write a program that can solve linear equations with one variable.

## Input

The input file will contain a number of equations, each one on a separate line. All equations are strings of less than 100 characters which strictly adhere to the following grammar (given in EBNF):

```
Equation := Expression '=' Expression
Expression := Term { ('+' | '-') Term }
Term := Factor { '*' Factor }
Factor := Number | 'x' | '(' Expression ')'
Number := Digit | Digit Number
Digit := '0' | '1' | ... | '9'
```

Although the grammar would allow to construct non-linear equations like "x\*x=25", we guarantee that all equations occurring in the input file will be linear in x. We further guarantee that all sub-expressions of an equation will be linear in x too. That means, there won't be test cases like x\*x-x\*x+x=0 which is a linear equation but contains non-linear sub-expressions (x\*x).

Note that all numbers occuring in the input are non-negative integers, while the solution for x is a real number.

## **Output**

For each test case, print a line saying 'Equation #i' (where i is the number of the test case) and a line with one of the following answers:

- If the equation has no solution, print 'No solution.'.
- If the equation has infinitely many solutions, print 'Infinitely many solutions.'.
- If the equation has exactly one solution, print 'x = solution' where solution is replaced by the appropriate real number (printed to six decimals).

Print a blank line after each test case, but the last one.

## Sample Input

```
x+x+x=10
4*x+2=19
3*x=3*x+1+2+3
(42-6*7)*x=2*5-10
```

## Sample Output

Equation #1

```
x = 3.333333
Equation #2
x = 4.250000
Equation #3
No solution.
Equation #4
Infinitely many solutions.
```