

## Problem 3 – King of Thieves

Once upon a time there was a kingdom and everyone in the kingdom was a thief. Izzy wanted to become the King of Thieves and so started stealing only **perfect gems** from other thieves. Help Izzy by showing him what a perfect gem with given parameters should look like.

### Input

The input data should be read from the console.

- The first line will hold the **size** of the gem – **n**.
- The second line will hold the **type** of the gem – a symbol: e.g. '\*'.

The input data will always be valid and in the format described. There is no need to check it explicitly.

### Output

The output should be printed on the console. It should consist of 'n' lines, holding the gem.

### Constraints

- The number **n** will be a **positive odd integer between 3 and 59**, inclusive.
- The type of the gem will be a symbol from the standard ASCII table.
- Allowed working time for your program: 0.1 seconds.
- Allowed memory: 16 MB.

### Examples

Input	Output
5 *	--*-- -***- ***** -***- --*--

Input	Output
7 @	---@--- --@@@-- -@@@@@- @@@@@@@@ -@@@@@- --@@@-- ---@---

Input	Output
13 a	-----a----- -----aaa----- -----aaaaa----- -----aaaaaaa----- -----aaaaaaaaa----- aaaaaaaaaaaaaaaaa -aaaaaaaaaaaaa- -aaaaaaaaaaaaa- -aaaaaaaaaaaaa- -----aaaaa----- -----aaa----- -----a-----