

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----- -----aaaaaaaa----- -----aaaaaaaaa----- -----aaaaaaaaaa----- -----aaaaaaaaaaa----- -----aaaaaaaaaaaa----- -----aaaaaaaaaaaaa----- -----aaaaaaaaaaaaaa----- -----aaaaaaaaaaaaaaa----- -----aaaaaaaaaaaaaaa----- -----aaaaaaaaaaaaaa----- -----aaaaaaaaaaaa----- -----aaaaa----- -----aaa----- -----a-----