Playing cards (carddraw)

In this task the goal is to create an ASCII art image of the given playing card.

We are using a standard 52-card deck: there are 13 values (a two through a ten, a jack, a queen, a king, and an ace) in each of the four suits (hearts, diamonds, spades, and clubs).

The image of a card should be 30 characters tall and 25 characters wide. The boundary of the card should be printed using '+' for the corners, '-' for horizontal and '|' for vertical edges. The value should be printed in each of the corners (using the letters JQKA for the jack, the queen, the king, and the ace).

The symbols of the four suits (heart, diamond, spade, and club) look as follows:



The card of value n must contain exactly n copies of the symbol. For face cards (jacks, queens and kings) and for aces use n = 1. The copies are not allowed to touch each other or anything else, not even diagonally.

The card must have a perfect vertical symmetry. That is, the card must look exactly the same if each row is reversed. The only exception are the strings "10" on tens: do print "10" in each corner, do not print "01" in the right two corners.

Tack

Given the written name of a playing card, produce one possible ASCII art drawing.

Input specification

The only line of input contains an all-lowercase string describing a card. The format of the string will be "the VALUE of SUITS".

The string "VALUE" will be one of "two", "three", "four", "five", "six", "seven", "eight", "nine", "ten", "jack", "queen", "king", and "ace". The string "SUITS" will be one of "hearts", "diamonds", "spades", and "clubs".

Output specification

Output 30 lines, each containing 25 characters: the drawing of the card from the input, as specified above. Any valid drawing will be accepted.

Examples



