

# Intersegment Activation

Input file:            **standard input**  
 Output file:          **standard output**  
 Time limit:           2 seconds  
 Memory limit:        1024 megabytes

*This is an interactive problem.*

There is an array of  $n$  cells, numbered from 1 to  $n$ . For each pair of integers  $(i, j)$ , where  $1 \leq i \leq j \leq n$ , there is a barrier covering all cells from  $i$  to  $j$ , inclusive. Each barrier is either *active* or *inactive*. A cell is *visible* if there are no active barriers that cover it. Otherwise, the cell is *invisible*.

The state of each barrier is unknown to you. All you can observe is the number of visible cells. But you can flip the state of any barrier: if it's active, it turns inactive, and the other way around. Your task is to make all barriers inactive, so that all cells become visible.

## Interaction Protocol

First, read an integer  $n$ , denoting the number of cells ( $1 \leq n \leq 10$ ).

The following interaction will proceed in rounds. Your program should start each round by reading an integer  $k$ , denoting the number of currently visible cells ( $0 \leq k \leq n$ ).

- If  $k = n$ , then the task is done and your program must exit.
- If  $k < n$ , you can flip the state of any barrier. On a separate line, print two integers  $i$  and  $j$  to flip the state of the  $(i, j)$  barrier ( $1 \leq i \leq j \leq n$ ). After your query, the next round begins, and your program should read a new value of  $k$ .

Your solution must make all cells visible using at most 2500 flips. In the beginning, not all cells are visible ( $k < n$  in the first round).

The interactor is not adaptive: in every test, the state of all barriers is chosen before the program execution.

## Example

standard input	standard output	Initial state
3		
0	2 2	
0	2 3	
1	1 2	
2	2 2	
3		

## Note

In the example, initially, only two barriers,  $(1, 2)$  and  $(2, 3)$ , are active. These two barriers cover all three cells, so  $k$  is equal to 0 in the first round.

- After flipping the  $(2, 2)$  barrier, there are now three active barriers, and still  $k = 0$  visible cells.
- After flipping the  $(1, 2)$  barrier, cell 1 becomes visible, so now there is  $k = 1$  visible cell.
- After flipping the  $(2, 3)$  barrier, cell 3 also becomes visible. The only invisible cell now is 2, covered by the only active barrier,  $(2, 2)$ , and there are  $k = 2$  visible cells.
- After flipping the  $(2, 2)$  barrier, all barriers are now inactive, and all cells are visible. After reading  $k = 3$ , the program terminates.