## Problem E. United States of Byteland

| Input file: | scc.in |
| :--- | :--- |
| Output file: | scc.out |
| Time limit: | 2 seconds |
| Memory limit: | 256 mebibytes |

In Byteland, there are $N$ cities connected by two-way roads. King of Byteland decided to change the political system to federal constitutional republic with exactly $K$ states (each state consists of several cities).

King doesn't want a revolution, so he asked his political scientists for help. They reported that the most simple way to reform the political system is to make each road a one-way road and divide cities into states according to the following simple rule: for each pair of cities $A$ and $B$, they belong to the same state if and only if there are paths from $A$ to $B$ and from $B$ to $A$. You are the best of the best programmers of the kingdom, so you should investigate if is it possible to reform without pain and horror.

## Input

The first line of input contains three integers: $N$, the number of cities, $M$, the number of roads, and $K$, the required number of states. $\left(1 \leqslant N \leqslant 16,0 \leqslant M \leqslant 10^{5}, 1 \leqslant K \leqslant N\right)$. The next $M$ lines contain two integers $u_{i}$ and $v_{i}$ - the numbers of cities connected by $i$-th road $\left(1 \leqslant u_{i}, v_{i} \leqslant N\right)$.

## Output

If the reform is impossible, print "NO". Other, on the first line, print "YES", and on the following $M$ lines output the plan of the reform. Each of these $M$ lines corresponds to one edge in the input. Edges should be output in the same order as in the input. The $i$-th of these lines should contain integers $u_{i}$ and $v_{i}$ in some order separated by a space. The order is important: if you output $u_{i} v_{i}$, $i$-th road is directed from $u_{i}$-th city to $v_{i}$-th city; if you output $v_{i} u_{i}$, it is directed from $v_{i}$-th city to $u_{i}$-th city instead.

## Examples

|  | scc.in |  |
| :--- | :--- | :--- |
| 5 | 6 | 3 |
| 1 | 2 | YES |
| 2 | 3 | 1 |
| 3 | 1 | 2 |
| 1 | 4 | 2 |
| 2 | 3 | scc.out |
| 2 | 5 | 3 |
| 4 | 5 | 4 |
| 5 | 6 | 4 |
| 1 | 2 | 5 |
| 2 | 3 | 5 |
| 3 | 1 | NO |
| 1 | 4 |  |
| 2 | 5 |  |
| 4 | 5 |  |
| 16 | 0 | 16 |

