

L Labyrinth Obstacle Layout

Time limit: 2s

You need to construct a Labyrinth Obstacle Layout (LOL), for the famous game Walk Guys. The LOL will be the centre of the brand new game mode Square-A-Gone, so it has to obey some strict properties to make the game fair and fun.

The LOL is a square grid of $n \times n$ cells with obstacles (denoted with '#') and walkable tiles (denoted with '.').

A player starts in the top-left cell, and the finish is located on the bottom right cell. Both of these cells must be walkable tiles. In Square-A-Gone, whenever they step on a walkable tile, this tile falls down and disappears. So a player trying to reach the exit can do the following: they start on the top-left tile, and repeatedly walk to a tile which shares an edge with the current tile vertically or horizontally. As soon as the player leaves a walkable tile, it will fall down and the player cannot use it anymore. As this is Walk Guys, jumping is not allowed, only walking. When the player reaches the finish, the game is over.

Output a LOL with top left cell and bottom right cells being walkable, such that there are exactly 2 ways for a player to reach the finish tile. Two ways are different if a player at some point in time walks in a different direction.

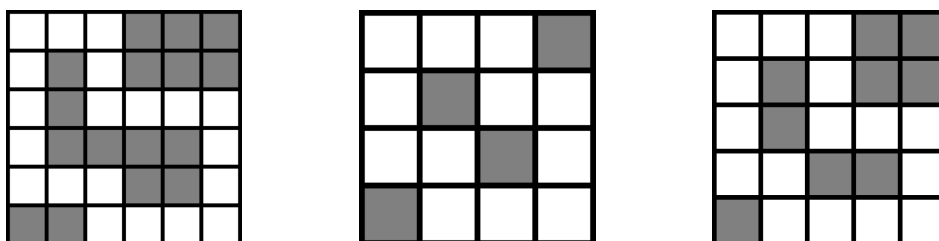


Figure L.1: Visualizations of the three sample outputs.

Input

The input consists of:

- One line with an integer n ($3 \leq n \leq 100$), the required length of a side of the square grid that makes up the Labyrinth Obstacle Layout.

Output

Output an $n \times n$ grid with characters '#' and '.' that is a valid Labyrinth Obstacle Layout.

If there are multiple valid solutions, you may output any one of them.

Sample Input 1

6	...### .#.### .#.... .####. ...##. ##....
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Sample Output 1**Sample Input 2**

4	...# .#.. ..#. #....
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Sample Output 2**Sample Input 3**

5	...## .#.## .#.... ..##. #....
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Sample Output 3