

4001 Square Painting

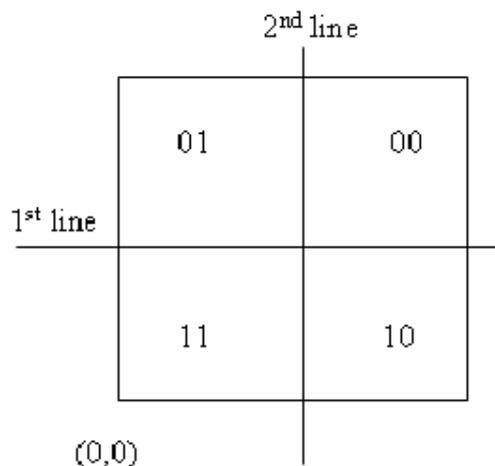
Given a 10000×10000 -square in the Cartesian plane with 4 corners $(0,0)$ $(0,10000)$ $(10000,10000)$ $(10000,0)$. We consecutively draw N lines, which are numbered from 1 to N . These lines subdivide the given square into M pieces, of which all edges are longer than 1. Suppose that each line intersects exactly two edges of the given square and each line does not pass any square corner.

The i -th line divides the square into two parts: P_i containing $(0,0)$, and Q_i not containing $(0,0)$. After all the subdivisions, each resulted piece is labeled by a nonnegative integer, which has binary representation $b_1b_2 \dots b_n$, where $b_i = 1$ if the piece lies in P_i , and $b_i = 0$ if the piece lies in Q_i . For example, the two lines in the figure subdivide the square into 4 pieces.

Now they want to paint all the pieces with S colors denoted by integers from 1 to S such that:

- Each piece is painted with only one color;
- Two adjacent pieces (having a common edge) must be painted with two different colors.
- The piece with the smallest label must be painted with color 1.

Your task is to write a program that determines the solution to paint the pieces with the minimum number of colors S .



Input

The input consists of several data sets. The first line of the input file contains the number of data sets which is a positive integer and is not bigger than 20. The following lines describe the data sets.

For each data set, the first line contains a single positive integer N ($N \leq 30$) — the number of lines. The i -th line of the following N lines contains 4 **integers** x_i, y_i, z_i, t_i — the coordinates of the intersections of i -th line with two square edges.

Output

For each test case, output the solution in a number of lines. In the first line, write the minimum number of colors S needed for painting. The next M lines described how each piece is painted in increasing order of the label of all the pieces. In each line, write two numbers separated by a space, the former is the label of the piece and the latter is the color used to paint that piece.

Sample Input

```
2
1
0 5000 10000 5000
2
0 5000 10000 5000
5000 0 5000 10000
```

Sample Output

```
2
0 1
1 2
2
0 1
1 2
2 2
3 1
```