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# Autochess

Input file:            **standard input**  
Output file:           **standard output**  
Time limit:            1 second  
Memory limit:         256 megabytes

Fish likes playing games, and recently he is addicted to Autochess.

There are  $N$  spots (initially empty) in a line named **waiting zone**, and Fish can add some chessmen into it. Each spot can be occupied by exactly one chessman and each chessman has a name and a level tag (1,2 or 3). Whenever Fish decides to add a chessman named  $s$  of level 1 into the **waiting zone**, some routines will be on process in order:

- Firstly, if there is a chessman named  $s$  of level 3 in the **waiting zone**, Fish's operation fails and the process continue(skip following operations and move to add next chessmen).
- Secondly, if there are already  $K - 1$  chessmen named  $s$  of level 1 in the **waiting zone**, all these chessmen will be removed and the chessman Fish holds will upgrade to level 2, and if at this time there are already  $K - 1$  chessmen named  $s$  of level 2, all these chessmen will be removed and the chessman Fish holds will upgrade to level 3.
- Finally, if there are any spots available, the chessman Fish holds will be placed in the leftmost one.

Fish decides to add  $M$  chessmen of level 1 into the **waiting zone**, so please help him figure out the final status of the **waiting zone**.

## Input

The first line of input contains an integer  $T$ , representing the number of test cases.

Then for each test case:

The first line contains three integers  $M, N, K$ , the number of chessmen Fish wants to add, the number of spots in **waiting zone** and the parameter in the process.

Then  $M$  lines follow, each line containing a string  $s$  consisting of only lowercase Latin characters, which is the name of chessman Fish wants to add.

## Output

For each test case, you should output **Case  $x$ :** first, where  $x$  indicates the case number starting from 1. Then  $N$  strings separated by one space follow, representing the final status of the **waiting zone**. Each string is the combination of the name and the level tag of the chessman in that spot: for those of level 1, use the name only; for those of level 2 or 3, use the name followed by an extra 2 or 3 respectively. If one spot is empty, print **-1** instead.

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## Example

standard input	standard output
2	Case 1: axe2 jugg2 mars axe axe -1 -1
9 7 3	Case 2: axe3 jugg2 mars2 jugg -1 -1 -1
axe	
axe	
jugg	
axe	
jugg	
jugg	
mars	
axe	
axe	
10 7 2	
axe	
axe	
jugg	
axe	
jugg	
jugg	
mars	
axe	
axe	
mars	

## Note

$$1 \leq T \leq 100$$

$$1 \leq N, M \leq 10^5$$

$$2 \leq K \leq N$$

Length of  $s$  will not exceed 10

For 90% test cases:  $1 \leq N, M, K \leq 1000$