

# Are you smart enough

Little Johnny as we all know is very playful and he loves to solve geometrical problems. He is really smart too (yes seriously he is smart enough to write programs for very complex tasks). One day he wrote the following piece of code:

```
int flag = 0;
for(int i = a; i <= b; i++){
    if (i == c) flag = 1;
}
if (flag == 1) printf("Yes, the point c is between point a and b\n");
else printf("NO, the point c is not between a and b\n");
```

Little Johnny wrote the above piece of code to find whether the one-dimensional integral point  $c$  is between  $a$  and  $b$  or not (and he thinks he is really smart after writing this code.)

Another day he decided to write a program for finding whether a two dimensional integral point  $(x, y)$  is inside a rectangle (the edges of the rectangle are parallel to the  $x$  or  $y$  axis). He realized that he cannot do it in time so he asks you for help. Your task is to write a program for finding whether a point  $(x, y)$  lies inside a given rectangle or not.

## Input

The rectangle will be describe by the lower left point  $(X, Y)$  followed by the base  $B$  and height  $H$ .

(So the coordinates of the rectangle are  $(X, Y)$ ,  $(X + B, Y)$ ,  $(X + B, Y + H)$ ,  $(X, Y + H)$  in anti-clockwise order).

You will be given many points to process. For each point either print "OUTSIDE" if the point is outside the rectangle or print "INSIDE" if the point is inside the rectangle in a new line (Quotes are only for clarity you dont have to print it in the output.)

The last point will be  $(0, 0)$  you have to stop processing data after that.

Note: all numbers in the input will be between 1 and  $10^8$  inclusive and no point will be on the rectangle itself.

## Input format

$X Y B H$

$X_1 Y_1$

$X_2 Y_2$

...

$0 0$

## Example

**Input:**

10 15 10 20  
11 17  
15 25  
23 67  
54 76  
2 9  
14 30  
0 0

**Output:**

INSIDE  
INSIDE  
OUTSIDE  
OUTSIDE  
OUTSIDE  
INSIDE