

# Hexagonal Board

Square boards (as the chessboard) are really common among games and luckily, they are easy to draw with the help of a ruler. However, there exist other games that require hexagonal boards, that are much harder to draw by hand.

The Institute for Client Permanent Comfort (ICPC) of a famous board game factory has decided to provide their customers with an automated program to build hexagonal boards for several games. The size of an hexagonal board is determined by a single integer  $N$  that indicates how many cells there are in each of the 6 sides of the board. For example, a board of size  $N = 2$  should look as follows when drawn by the program.

```
  _
 / \
/   \
\   /
 \ /
  _
```

Your task is to help ICPC in making the program.

## Input

The input contains several test cases. Each test case is described in a single line that contains an integer  $N$  representing the size of the board ( $1 \leq N \leq 20$ ). The last line of the input contains a single  $-1$  and should not be processed as a test case.

## Output

For each test case output the hexagonal board of the required size, and a line with exactly three asterisks. You have to follow the sample input and output, as well as the example given above. Use only regular spaces, underscores (“\_”), slashes (“/”) and backslashes (“\”). There must be no trailing spaces at the end of printed lines, neither empty lines.

## Example

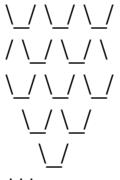
**Input:**

```
1
3
-1
```

**Output:**

```
  _
 / \
 \ /
 ***
```

```
  _
 / \
/   \
\   /
 \ /
  _
```



\*\*\*