Klimi recently started learning to play chess. Her favourite piece is the knight – she finds the way it moves really interesting. She wondered which cells can be reached by the knight.

More precisely, if she has an by board and some cells are already taken (meaning the knight can’t step on them) and the knight is located on coordinates , she wants to find out whether it can reach cell in exactly moves. The target cell () will always be different from the starting cell () and both will always be free. is the number of the row (top to bottom) and is the number of the column (left to right).

Help Klimi by writing a program which answers this question.

**Input**

From the first line of the file chess.in six numbers are inputted – , , , , and . From each the following lines numbers describing a row of the board are inputted – the free cells are notated with 0 and the taken ones with 1.

**Output**

In the output file chess.out print a single word – *Yes*, if the knight can reach the target cell in exactly moves, and otherwise – *No*.

**Constraints**

**Time limit: 2 sec**

**Memory limit: 256 MB**

**Sample tests**

|  |  |  |  |
| --- | --- | --- | --- |
| **Input (chess.in)** | **Output (chess.out)** | **Input (chess.in)** | **Output (chess.out)** |
| 5 3 1 1 4 3  0 0 0 0 0  0 0 1 0 0  0 0 0 0 0  0 0 0 0 0  0 0 0 0 0 | Yes | 5 3 1 1 4 3  0 0 0 0 0  0 0 1 1 0  0 0 0 0 0  0 0 0 0 0  1 0 0 0 0 | No |