

SEASON 8 - SECOND ROUND



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 *N* by *N* board and some cells are already taken (meaning the knight can't step on them) and the knight is located on coordinates X_1, Y_1 , she wants to find out whether it can reach cell X_2, Y_2 in exactly *K* moves. The target cell (X_2, Y_2) will always be different from the starting cell (X_1, Y_1) and both will always be free. *X* is the number of the row (top to bottom) and *Y* 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 – N, K, X_1 , Y_1 , X_2 and Y_2 . From each the following N lines N 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 K moves, and otherwise – No.

Constraints

 $\begin{array}{l} 3 \leq N \leq 1000 \\ 1 \leq K \leq 10^9 \\ 1 \leq X_1, X_2, Y_1, Y_2 \leq N \end{array}$

Time limit: 2 sec Memory limit: 256 MB

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

Sample tests