Move rectangle X30583_en

Using the definitions

class *Point*:
  """attributes: x, y"""

class *Rectangle*:
  """attributes: width, height, corner"""

write a function

move_rectangle(*r*, *dx*, *dy*)

that changes the location of a rectangle *r* by adding (dx, dy) to the lower-left corner. For example, moving a rectangle of width 100, height 200, and lower-left corner $(0, 0)$ by $(50, 100)$, is a rectangle of width 100, height 200, and lower-left corner $(50, 100)$.

Input

The input consists of several rectangles (four non-negative integer numbers: the width, the height, and the coordinates of the lower-left corner), each followed by a displacement (two non-negative integer numbers).

Output

For each rectangle and displacement, print the result of moving the rectangle by the displacement.

Sample input 1

```
100 200 0 0 50 100
100 200 50 100 50 100
100 200 100 200 50 100
```

Sample output 1

```
100 200 50 100
100 200 100 200
100 200 150 300
```

Problem information

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