## 7 Automated Assistant Referee
3 points

Introduction

To avoid controversy in the refereeing of soccer matches, it is planned to use a drone to perform the duties of a linesman. Before making this system official, it is important to verify its correct operation. For now the drone will only be in charge of tracking the ball during the match.

Input

You will receive a map grid made up of lines of ASCII characters of the football pitch. The map will be between 10-16 lines tall, and 29-41 characters wide. The size will depend on the drone flying altitude. The ball will be marked on the map with a "o" character. The map always ends with the character "#".
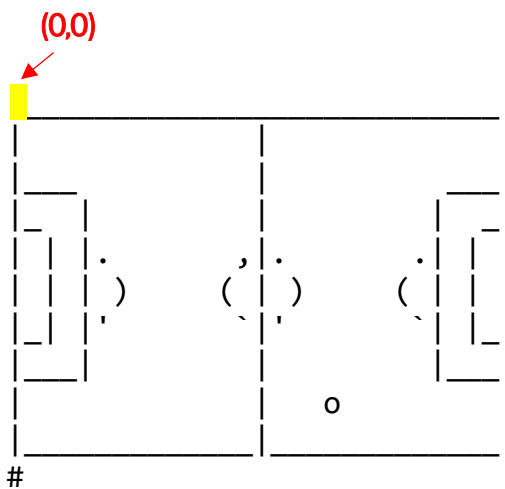
Output

Once the drone finds the ball in the map with a "o" character, the drone will report the coordinates from the map. The upper left of the map will be (X=0, Y=0). The lower right of the map will be the maximum values for X and Y.