

Once upon an ancient time, a knight was preparing for the great battle in GridLand. The GridLand is divided into square grids. There are  $R$  horizontal and  $C$  vertical grids. Our particular knight in this case can always give an  $(M, N)$  move, i.e. he can move  $M$  squares horizontally and  $N$  squares vertically or he can move  $M$  squares vertically and  $N$  squares horizontally in a single move. In other words he can jump from square  $(a, b)$  to square  $(c, d)$  if and only if, either  $(|a - c| = M$  and  $|b - d| = N)$  or  $(|a - c| = N$  and  $|b - d| = M)$ . However, some of the squares in the war field are filled with water. For a successful jump from one square to another, none of the squares should contain water. Now, the knight wants to have a tour in the war field to check if everything is alright or not. He will do the following:

- a) He will start and end his tour in square  $(0, 0)$  but visit as many squares as he can.
- b) For each square  $s_i$ , he counts the number  $k_i$  of distinct squares, from which he can reach  $s_i$  in one jump (satisfying the jumping condition). Then he marks the square as an even square if  $k_i$  is even or marks it odd if  $k_i$  is odd. The squares he cannot visit remain unmarked.
- c) After coming back to square  $(0, 0)$  he counts the number of even and odd marked squares. He can visit a square more than once.

You, as an advisor of the knight, suggested that, he can do it without visiting all the squares, just by writing a program. So the knight told you to do so. He will check your result at the end of his visit.

## Input

The first line of input will contain  $T$  ( $\leq 50$ ) denoting the number of cases.

Each case starts with four integers  $R, C, M, N$  ( $1 < R, C \leq 100, 0 \leq M, N \leq 50, M + N > 0$ ). Next line contains an integer  $W$  ( $0 \leq W < R * C$ ), which is the number of distinct grids containing water. Each of the next  $W$  lines contains a pair of integer  $x_i, y_i$  ( $0 \leq x_i < R, 0 \leq y_i < C, x_i + y_i > 0$ ).

## Output

For each case, print the case number and the number of even and odd marked squares.

## Sample Input

```
2
3 3 2 1
0
4 4 1 2
2
3 3
1 1
```

## Sample Output

```
Case 1: 8 0
Case 2: 4 10
```