,

Problem B. Bit Recovery

Input file:	`standard input`
Output file:	`standard output`
Time limit:	1 second
Memory limit:	256 megabytes

This task is interactive. After printing each line, you should flush the output buffer. You can use `cout << flush` in C++, `System.out.flush()` in Java, and `sys.stdout.flush()` in Python. You must strictly follow the instructions in the *Interaction* section; otherwise **you may receive verdicts like *wrong answer*, *time limit exceeded*, or others**.

—

Since all the tasks have mythical dwarves as their main characters, it may be worth finally thinking about something tangible.

There is a hidden sequence A of length N consisting of integers in the range $[0, 2^N - 1]$. Your task is to recover it using a limited number of queries. In each query, you provide a sequence B of length N with elements in the range $[0, 2^N - 1]$. The response is computed as follows:

- Sequence C is created where the i-th element of C is the bitwise `xor` of the i-th elements of A and B. We denote `xor` by $\oplus$.
- Set S is constructed as the set of all values obtainable by `xor`ing some subset of elements of C. In particular, for the empty subset, the `xor` is 0.
- The answer to the query is $|S|$.

For example, if $A = (1, 4, 3)$ and $B = (0, 4, 7)$, then $C = (1 \oplus 0, 4 \oplus 4, 3 \oplus 7) = (1, 0, 4)$ and $S = \{0, 1, 4, 5\}$, so the answer is 4.

The bitwise `xor` of two numbers x and y has bit i set if and only if exactly one of x and y has bit i set. For example, $5 \oplus 3 = (101)_2 \oplus (011)_2 = (110)_2 = 6$. In C++ and Python, `xor` is the operator `^`.

Interaction Protocol

The sequence A **is fixed** at the start and does not depend on the queries made.

First, read a line containing one integer $1 \le N \le 60$. Then you may ask queries.

To ask a query, print a line containing `?` followed by N integers in the range $[0, 2^N - 1]$. In response, read one integer being the answer.

When ready, print `!` followed by the N integers of the hidden sequence. Then your program should exit without further output.

Remember to flush after each query and after writing the answer. Put spaces between numbers and the `?`, `!` symbols.

Sample interaction

The first sample test has $N = 3$ and $A = (1, 3, 4)$:

Input	Output	Explanation
3		$N = 3$
	? 1 2 3	$B = (1, 2, 3)$
4		$C = (1 \oplus 1, 3 \oplus 2, 4 \oplus 3) = (0, 1, 7)$
		$S = \{0, 1, 6, 7\}$, so the answer is 4
	? 0 0 0	$B = (0, 0, 0)$
8		$C = (1 \oplus 0, 3 \oplus 0, 4 \oplus 0) = (1, 3, 4)$
		$S = \{0, 1, \ldots 7\}$, so the answer is 8
	! 1 3 4	The hidden sequence is $A = (1, 3, 4)$

Local testing

In the *Files* section you can find **B.zip** containing sample tests and a grader `grader.cpp`. To test your solution, compile it, then pass the test name and your executable to the compiled `./grader`:

```
./grader [test] [executable]
```

For example: `./grader 0b.in ./abc`

The sample grader is **not guaranteed** to behave identically to the official one. However, neither is adaptive.