## **American Computer Science League**

2001-2002

All-Star

## 5. ACSL THE VAMPIRE SLAYER 10 POINTS

**PROBLEM**: A vampire number is any even digit integer that can be written as the product of two factors with the following property: each factor must consist of half the original digits in any order and no factor can be a multiple of 100. Each such factor is called a fang. As an example:

 $1260 = 21 \times 60$ 

**INPUT:** There will be 10 inputs. Each input will be an even digit integer of at most 8 digits read as a single integer.

OUTPUT: For each input, print out its fangs (all pairs). If none exist, print NONE. Do not print like pairs in the reverse order. A reminder – if you choose to have this program tested at the end of the contest, as per ACSL rules, it has a 10- minute time limit to input and output all data. Further, programs started before 12:30 PM must be completed by 12:40 PM.

SAMPLE INPUT

SAMPLE OUTPUT

1. 1260

1. 21.60 2. 125460 2. 204, 615 and 246, 510