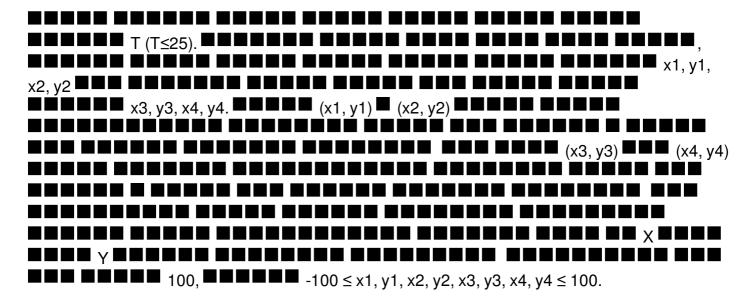# Rectangle Intersection

Determine whether two axis parallel rectangles intersect or not. A rectangle is represented by two co-ordinates, bottom-left and top-right points of the rectangle. Two rectangles intersect if the area of overlapped region is strictly positive.

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Input

The first line of input file contains the number of test cases T (T ≤ 25). Each test case is composed of two lines, where the first line contains four integers x1, y1, x2, y2, and the second line contains another four integers x3, y3, x4, y4. Here, (x1, y1) and (x2, y2) are the bottom-left and top-right co-ordinates of the first rectangle respectively. Similarly (x3, y3) and (x4, y4) are the bottom-left and top-right co-ordinates of the second rectangle respectively. Both rectangles will be axis parallel, which means, each side of the rectangles is parallel to either X-axis, or Y-axis. The absolute value of the co-ordinates is 100, that is -100 ≤ x1, y1, x2, y2, x3, y3, x4, y4 ≤ 100.

█████ ██████ █████ █████ █████ █████ █████
██████ T (T≤25). ███████ █████ ████ ████ ████ █████,
██████ █████ ████ ████ █████ █████ ██████ x1, y1,
x2, y2 ███ ██████ █████ ████ ███ ████ ████
██████ x3, y3, x4, y4. █████ (x1, y1) ■ (x2, y2) █████ █████
███████████ ████████ █████ ████ ███ ██████ █ █████
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██████ █████ ███████ ████ ██████ ████ ██ X ████
████ Y ████ █████ ████████ ████████ ████████ ███
███ █████ 100, ██████ -100 ≤ x1, y1, x2, y2, x3, y3, x4, y4 ≤ 100.

Output

For each case, print a line like "Case X: Yes" or "Case X: No", without the quotes, depending on whether the given rectangles intersect or not, where X is the number of test case starting from 1. Check sample input and output sections for more details.

██████ █████ ██ ████ █████ ███ ████ █████ ████
███ ██████ "Case X: Yes" ████ "Case X: No" ████ █████, ████
███████ █████ ████ ███ ██████ ████ ██████
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Example

Input:

```
3
1 1 5 5
4 4 7 7
1 1 5 5
1 7 10 12
1 1 2 2
2 2 3 3
```

Output:

```
Case 1: Yes
Case 2: No
Case 3: No
```