Rectangle in rectangle X58214_en

Using the definitions

```
class Point:
    """attributes: x, y"""

class Rectangle:
    """attributes: width, height, corner"""
```

and the function *point_in_rectangle* from problem X53379 (Point in rectangle), write a function

rectangle_in_rectangle(*r1*, *r2*)

that returns *True* if all of the corners of a rectangle *r1* fall inside a rectangle *r2*, and *False* otherwise. For example, a rectangle of width 50, height 100, and lower-left corner $(25, 25)$ falls inside a rectangle of width 100, height 200, and lower-left corner $(0, 0)$, but a rectangle of width 50, height 100, and lower-left corner $(0, 0)$ does not.

Input

The input consists of several pairs of rectangles (four non-negative integer numbers for each: the width, the height, and the coordinates of the lower-left corner).

Output

For each pair of rectangles, print whether or not the first rectangle fall inside the second rectangle.

Sample input

```
50 100 25 25 100 200 0 0
50 100 0 0 100 200 0 0
```

Sample output

```
True
False
```

Problem information

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