Amazing Game

Run-time Limit: 1 second
Memory Limit: 32 MB

DESCRIPTION

Semar and Gareng are given a string consists of letters A and B only. They will play an amazing game and they will move in turns. In each turn, they are allowed to do one of two kind of moves:

- change a letter B into A, or
- change a substring AB into BA

The player who can't make a move is considered to be a loser. Because Semar is very nice, he lets Gareng to play first.

The winner of the game will get an amazing reward, so they are going to play optimally (if one finds a way to win the game, he will certainly carry the way on). Please determine the player who will win the game.

INPUT FORMAT

The first line of input contains an integer T ($1 \leq T \leq 1000$) denoting the number of cases. Each case contains a nonempty string S, where its length is not greater than 100. It is guaranteed that there is at least one letter B in the input.

OUTPUT FORMAT

For each case, output “Case #X: Y”, where X is the case number starts from 1, and Y is the name of the player who will win the game.

INPUT EXAMPLE

```
3
BAAA
ABA
BB
```

OUTPUT EXAMPLE

```
Case #1: Gareng
Case #2: Gareng
Case #3: Semar
```

EXPLANATION

In 1st case, Gareng will change one B into A, and the string will be AAAA. After that, Semar can't make a move, so Gareng wins.

In 2nd case, if Gareng change substring AB into BA, then the string becomes BAA, so Semar wins. Therefore, Gareng will change one B into A, and the string becomes AAAA, and Gareng wins.

In 3rd case, no matter what Gareng does, Semar is going to win the game.