

# **Aceng Jago Gan**

## Dasar Pemrograman 2022



Lomba Balap Hasrat musim baru telah dimulai! Namun para Jyamato kini telah berevolusi menjadi lebih kuat. Demi membantu para *player*, Game Master mengirimkan *loot item* baru, yaitu Fever Slot Buckle!

Tugasmu adalah memberikan koordinat kepada Game Master untuk mengirimkan Fever Slot Buckle. Aceng juga turut membantumu dengan memberikan ide yaitu koordinat yang diberikan pada Game Master telah dikodekan menjadi deretan angka untuk mengelabui Jyamato agar Fever Slot Buckle tidak jatuh pada tangan mereka. Beberapa deret angka akan dikirimkan kepada Game Master, namun kode yang diterima Game Master hanyalah kode yang berupa angka prima yang merepresentasikan titik yang aman untuk melakukan *drop item*.

Dikarenakan keadaan yang mendesak, buatlah program yang dapat mensimulasikan *flow* tersebut dengan seefisien mungkin!

### INPUT FORMAT

Baris pertama adalah Q, yaitu jumlah simulasi.

Q baris berikutnya adalah N, yaitu banyak kode yang akan dikirimkan diikuti sebuah baris kode sebanyak N.

### CONSTRAINTS

$$1 \leq Q \leq 1000$$

$$1 \leq N, \text{ kode} \leq 10^5$$

### OUTPUT FORMAT

Keluarkan kode yang diterima oleh Game Master sesuai dengan deskripsi soal. Apabila Game Master tidak menerima kode apapun, keluarkan "Unable to send Fever Slot Buckle."

#### Sample input 1

```
2
5
1 2 3 4 5
6
1 4 6 8 9 10
```

#### Sample output 1

```
2 3 5
Unable to send Fever Slot Buckle.
```

# **The Great Aceng**

## Basic Programming 2022

The new season of Desire Race has started! But the Jyamato have now evolved to become stronger. In order to help the players, the Game Master sent a new loot item, namely Fever Slot Buckle!

Your job is to give the Game Master the coordinates to send the Fever Slot Buckle. Aceng also helps you by giving an idea, namely the coordinates given to the Game Master have been encoded into a series of numbers to trick Jyamato so that the Fever Slot Buckle doesn't fall into their hands. Several series of numbers will be sent to the Game Master, but the code that the Game Master receives is only a code in the form of a prime number that represents a safe point for dropping items.

Due to the urgency of the situation, make a program that can simulate the flow as efficiently as possible!

### INPUT FORMAT

The first row is Q, which is the number of simulations.

The next Q lines are N, that is, the number of codes that will be sent, followed by a line of N codes.

### CONSTRAINTS

$$1 \leq Q \leq 1000$$

$$1 \leq N, \text{ kode} \leq 10^5$$

### OUTPUT FORMAT

Issue the code received by the Game Master according to the problem description. If the Game Master does not receive any code, issue "Unable to send Fever Slot Buckle."

### Sample input 1

```
2
5
1 2 3 4 5
6
1 4 6 8 9 10
```

### Sample output 1

2 3 5

Unable to send Fever Slot Buckle.