

# Bitter Chocolate

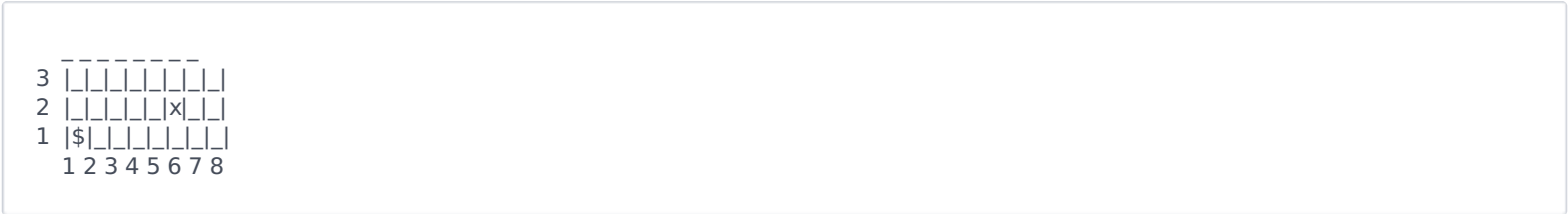
Shashank and Arpith are both fond of chocolate, where a chocolate bar can be represented as a  $3 \times N$  block of bars. On a particular day the leftmost-lowest block has been mixed with a very bitter ingredient by a not-so-good Prashant. He then gave that chocolate to them and told about this.

Prashant asked them to play a game with it, where a move of game consists of eating a block of bar along with all the blocks of bar which lies on the right and above it. Player alternate moves, and the person who eats the leftmost-lowest (bitter) block of bar is declared loser.

*Example:*

Let the size of chocolate be  $3 \times 8$ . Block (1, 1) had been bittered. Player 1 starts the game, then they alternate moves.

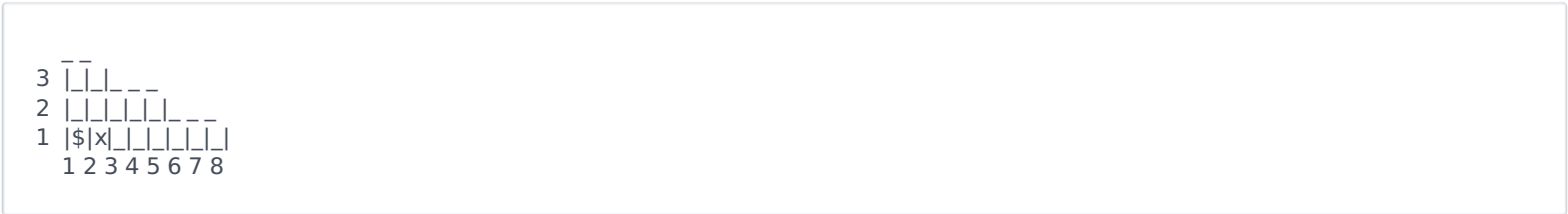
*Player 1:* Choses a block at (2, 6) to eat.



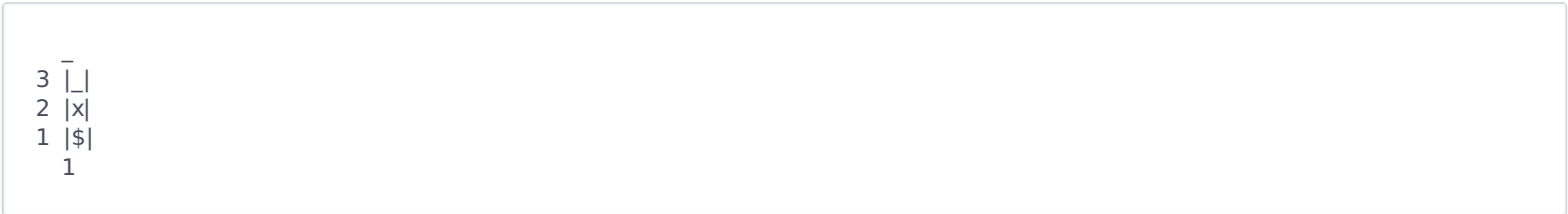
*Player 2:* Choses a block at (3, 3) to eat.



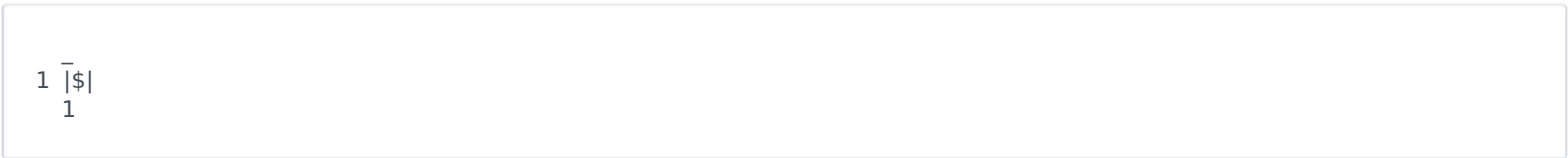
*Player 1:* Choses a block at (1, 2) to eat.



*Player 2:* Choses a block at (2, 1) to eat.



*Player 1:* Doesn't have any option. So had to eat the bitter part of chocolate and be the loser.



Of course this is not an optimal game.

As player 1 realised that he is noob after playing some steps, he asked you to help him to find whether now there exists any chance for him to win. Player 2 is expert at this game.

Given number of bar blocks in  $row_1$ ,  $row_2$  and  $row_3$  ( $row_1 \geq row_2 \geq row_3$ ) and its player 1 turn, find that if from now on he plays optimally whether he can win the game or not.

**Input Format**

First line of input contains number of test cases  $T$ . Then follows  $T$  lines, each line containing three positive integers  $row_1$ ,  $row_2$  and  $row_3$ , number of blocks of bar in row 1, row 2 and row 3 respectively.

**Output Format**

For each input, tell whether player 1 can win if he play optimally or not. Print **WIN** if player 1 can win, otherwise print **LOSE**.

**Constraints**

- $1 \leq row_1 \leq 25$
- $25 \geq row_1 \geq row_2 \geq row_3 \geq 0$
- Currently it's player 1's turn.
- $0 < T \leq 100$
- Both players play optimally.

**Sample Input**

```
2
1 1 1
2 2 1
```

**Sample Output**

```
WIN
LOSE
```

**Explanation** *Test Case #00:* Player 1 can easily win this game.

*Player 1:* Eats block (2, 1).

```
  3  | |
  2  |x|
  1  |$|
    1
```

*Player 2:* Doesn't have any option other than to eat block (1, 1) and lose, thus Player 1 **WIN**.

```
  1  |$|
    1
```

*Test Case #01:* Player 1 is doomed to lose this game for any of his move. Let us explain what happen if he eats block (1, 2).

*Player 1:* Eats block (1, 2)

```
  3  | |
  2  | |
  1  |$|x|
```

1 2

*Player 2:* Eats block (2, 1).

3 |  
2 |x|  
1 |\$|  
1

*Player 1:* Doesn't have any option other than to eat block (1, 1) and **LOSE**.

1 |\$|  
1