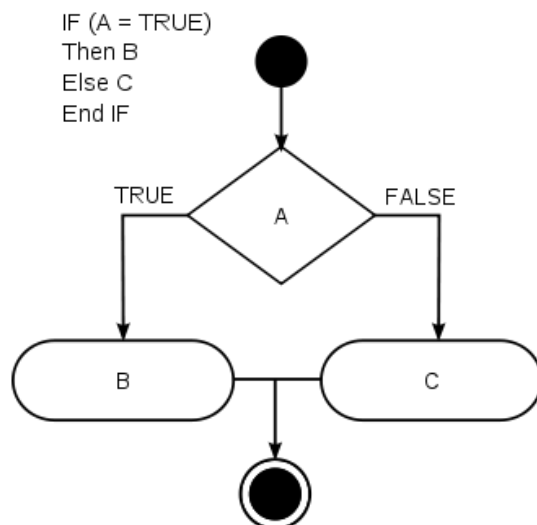


Java If-Else

Using "if-else" you can perform decision making in Java. See the flowchart below (taken from wikipedia):



This problem will test your knowledge on "if-else" statements.

Given an integer N as input, check the following:

- If N is odd, print *"Weird"*.
- If N is even and, in between the range of 2 and 5(inclusive), print *"Not Weird"*.
- If N is even and, in between the range of 6 and 20(inclusive), print *"Weird"*.
- If N is even and $N > 20$, print *"Not Weird"*.

We given you partially completed code in the editor, complete it to solve the problem.

Input Format

There is a single line of input: integer N .

Constraints

$$1 \leq N \leq 100$$

Output Format

Print *"Weird"* if the number is weird. Otherwise, print *"Not Weird"*. Do not print the quotation marks.

Sample Input 1

3

Sample Output 1

Weird

Sample Input 2

24

Sample Output 2

Not Weird