Esspe-Peasee is an ancient game played by children throughout the land of Acmania. The rules are simple:

> A player simply quibs the yorba at the kwonk. If the yorba hurms the kwonk the player gets a foom. If the yorba hurfs the kwonk the player gets a foob.

The objective is to get a twob with as few quibs as possible.

Every group of children has its own opinion regarding the value of a foom, the value of a foob, and the value of a twob. However, everyone agrees that a foob is worth more than a foom, and that a twob is worth more than a foob. You may assume that a foom and a foob can each be represented by a 32 bit integer, and a twob can be represented by a 64 bit integer.

Input

You will be given a number of game instances to solve. Each instance is specified by 3 non-negative integers that represent the value of a foom, a foob and a twob, respectively. The final line contains three `0`'s and should not be processed.

Output

For each instance your program should print 'A `fooms and` B `foobs for a twob!`', on a line by itself as shown in the samples below, where the value of "A" fooms plus "B" foobs add up to a twob, and the sum of "A" and "B" is as small as possible. "`fooms`" and "`foobs`" should be appropriately pluralised, as shown in "Sample Output" below.

If there is no such pair you should print out the age-old chant: '`Unquibable!`'

Sample Input

```
1 6 15
7 9 22
7 9 32
0 9 18
2 5 9
0 0 0
```

Sample Output

```
3 fooms and 2 foobs for a twob!
Unquibable!
2 fooms and 2 foobs for a twob!
0 fooms and 2 foobs for a twob!
2 fooms and 1 foob for a twob!
```