6. Let's Make a Deal

Program Name: LetsDeal.java Input File: letsdeal.dat

In the TV show, Let's Make a Deal, the probability that a person will choose the door with the prize with the highest value behind it is 1/3. However, the rules have been tweaked so the player is allowed to look behind one door, decide if he wants that prize or if he wants to reject that prize. If he chooses to reject that prize, he is allowed to look behind a second door and decide if he wants that prize or if he wants the prize behind the unopened third door. He is not allowed to open the third door before making his decision on which door he will choose.

Being a smart man, the player decides that he can improve his chances of winning to ½ if he uses the following strategy: He will randomly choose a door to open, look at the value, and then reject what is behind that door. He will then select one of the two remaining doors. If the value behind this door is greater than the value behind the first door he opened, he will choose the item behind that door. Otherwise, he will choose the item behind the unopened door.

Input

The first line contains a single integer `n` that indicates the number of games to be played. Each of the next `n` lines will contain six distinct integers in the format: `v1 v2 v3 c1 c2 c3`. The integers `v1`, `v2`, and `v3` indicate the values of the items behinds doors 1, 2, and 3 respectively. The integer `c1` denotes the first door selected, the integer `c2` denotes the second door selected and the integer `c3` indicates the remaining door that may or may not be selected. **Note:** All three integers are listed as input even if he did not open the last door.

Output

Print the number of the door the player chose followed by the word `WON` if he won the item worth the most or the word `LOST` if he won one of the other two items.

Example Input File

```
2
100 200 300 2 1 3
400 200 10 3 2 1
```

Example Output to Screen

```
3 WON
2 LOST
```