

Program Name: `cashout.cpp`Input File: `cashout.dat`

"Hurry up, Jorge, we're going to be late for the Seigfreid and Roy show, " George complained, folding his arms.
"I can't help it if I'm a better gambler than you, " Jorge smiled, playing with the casino chips in his hands. He waited patiently in the casino cashier's line for his turn to "cash out".
"Be sure to get enough bills, " George warned, "You still have to buy your ticket to the show and it costs \$40, but you have to have exact change."
Jorge glanced down at the \$45 worth of chips in his hands and smiled. "Well, it doesn't matter what bills the cashier gives me, I'll have \$40 in exact change."
George looked at him questionably, thought for a second, and with a raising of his eyebrows in realization, admitted, "You're right. That's interesting. I wish there were a way to figure out, given two monetary amounts, if you are able to have change for the first amount, but not for the second amount."
"Hmmm," Jorge shrugged, "sounds like a good programming problem."

Input Description

Input to this problem will consist of a (non-empty) series of up to 100 data sets. Each data set will be formatted according to the following description, and there will be **no blank lines** separating data sets.

A single data set has 1 component:

Start line - A single line, "*A B*", where:

A : ($1 \leq A \leq 200$) is an integer amount of dollars that you are caching out.

B : ($1 \leq B \leq A$) is an integer amount of dollars that your ticket will cost.

Output Description

For each data set, there will be exactly one line of output. If it is possible to have a set of bills that add up to the first dollar amount such that no subset of those bills add up to the second amount, the output will be a single line with the statement "I MIGHT NEED CHANGE". Otherwise, the output will be a single line with the statement "I'VE GOT CHANGE". The possible denominations (values for a single bill) for this problem are \$1, \$5, \$10, and \$20.

Sample Input

```
45 40
40 10
```

Sample Output

```
I'VE GOT CHANGE
I MIGHT NEED CHANGE
```