3. FizzBang!!!

Program Name: Fizz.java   **Input File: fizz.dat**

Fizz Bang is a children's counting game. Beginning with the starting value, numbers are counted out loud with the following exceptions:

- A number that is a multiple of 3 and 5 is replaced with the phrase "`FizzBang`".
- A number that is a multiple of 3 but not 5 is replaced with the phrase "`Fizz`".
- A number that is a multiple of 5 but not 3 is replaced with the phrase "`Bang`".

Input

- The first line will contain a single integer `n` that indicates the number of data sets to follow.
- Each data set will consist of:
    - A single line of the form `start end` where `start` is the starting number in the count and `end` is the last number in the count.
    - `start` and `end` will both be greater than 0.
    - `start` will be less than or equal to `end`.
    - `end` will be less than or equal to 2,000,000,000.

Output

For each data set print out the phrase "`Data Set m`" on a line by itself, where `m` is the number of the data set. Then print the values from `start` to `end`, one value per line, following the rules of the FizzBang counting game,

Example Input File
```
4
5 5
6 10
10 15
20 30
```

Example Output to Screen (see next page)

Example Output to Screen

```
Data Set 1
Bang
Data Set 2
Fizz
7
8
Fizz
Bang
Data Set 3
Bang
11
Fizz
13
14
FizzBang
Data Set 4
Bang
Fizz
22
23
Fizz
Bang
26
Fizz
28
29
FizzBang
```