**07. Vampire Number**

**Condition:**

A Vampire Number is a positive integer greater than 99 that, when rearranged into all possible permutations of its digits, with each permutation divided into two parts, is equal to the product of at least one of the permutations.

* If the number has an even number of digits, the left and right parts will have the same length in every permutation.
* If the number has an odd number of digits and at least three digits, the left and right parts will have different lengths for each possible permutation, alternating in the range +1 and -1.

Given a positive integer `n`, implement a function that returns the type of `n` as a string:

* 'Normal Number' if `n` is less than 100 or if there are no permutations that return a product of their parts equal to `n`.
* 'Pseudovampire' if `n` is a Vampire with an odd number of digits.
* 'True Vampire' if `n` is a Vampire with an even number of digits.

**Input:**

* A positive integer.

**Output:**

* One of the following options should be derived depending on the result of the checks performed in the condition:
  + 'Normal Number' if `n` is less than 100 or if there are no permutations that return a product of their parts equal to `n`.
  + 'Pseudovampire' if `n` is a Vampire with an odd number of digits.
  + 'True Vampire' if `n` is a Vampire with an even number of digits.

**Examples:**

|  |  |
| --- | --- |
| **Input** | **Output** |
| 126 | Pseudovampire |