



Game of Stones ☆

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Two players called **P1** and **P2** are playing a game with a starting number of stones. Player **1** always plays first, and the two players move in alternating turns. The game's rules are as follows:

- In a single move, a player can remove either **2**, **3**, or **5** stones from the game board.
- If a player is unable to make a move, that player loses the game.

Given the starting number of stones, find and print the name of the winner. **P1** is named First and **P2** is named Second. Each player plays optimally, meaning they will not make a move that causes them to lose the game if a winning move exists.

For example, if $n = 4$, **P1** can make the following moves:

- **P1** removes **2** stones leaving **2**. **P2** will then remove **2** stones and win.
- **P1** removes **3** stones leaving **1**. **P2** cannot move and loses.

P1 would make the second play and win the game.

Function Description

Complete the `gameOfStones` function in the editor below. It should return a string, either First or Second.

`gameOfStones` has the following parameter(s):

- n : an integer that represents the starting number of stones

Input Format

The first line contains an integer t , the number of test cases.

Each of the next t lines contains an integer n , the number of stones in a test case.

Constraints

- $1 \leq n, t \leq 100$

Output Format

On a new line for each test case, print First if the first player is the winner. Otherwise print Second.

Sample Input

```
8
1
2
```



3
4
5
6
7
10

Sample Output

Second
First
First
First
First
First
Second
First

Explanation

In the sample, we have $t = 8$ testcases.

If $n = 1$, $P1$ can't make any moves and loses the game.

If $n = 2$, $P1$ removes **2** stones and wins the game.

If $n = 3$, $P1$ removes **2** stones in their first move, leaving **1** stone on the board and winning the game.

If $n = 4$, $P1$ removes **3** stones in their first move, leaving **1** stone on the board and winning the game.

If $n = 5$, $P1$ removes all **5** stones from the game board, winning the game.

If $n = 6$, $P1$ removes **5** stones in their first move, leaving **1** stone on the board and winning the game.

If $n = 7$, $P1$ can make any of the following three moves:

1. Remove **2** stones, leaving **5** stones on the board. $P2$ then removes **5** stones, winning the game.
2. Remove **3** stones, leaving **4** stones on the board. $P2$ then removes **3** stones, leaving **1** stone left on the board and winning the game.
3. Remove **5** stones, leaving **2** stones on the board. $P2$ then removes the **2** remaining stones and wins the game.

All possible moves result in $P2$ winning.

If $n = 10$, $P1$ can remove either **2** or **3** stones to win the game.

Java 8

