

[Home](#) » [Practice\(Beginner\)](#) » The Block Game

The Block Game

Problem Code: **PALL01**

Submit



My Submissions

All Submissions

Successful Submissions



The citizens of Byteland regularly play a game. They have blocks each denoting some integer from 0 to 9. These are arranged together in a random manner without seeing to form different numbers keeping in mind that the first block is never a 0. Once they form a number they read in the reverse order to check if the number and its reverse is the same. If both are same then the player wins. We call such numbers *palindrome*.

Ash happens to see this game and wants to simulate the same in the computer. As the first step he wants to take an input from the user and check if the number is a palindrome and declare if the user wins or not.

Input

The first line of the input contains T, the number of test cases. This is followed by T lines containing an integer N.

Output

For each input output "wins" if the number is a palindrome and "loses" if not, in a new line.

Constraints

1<=T<=20

1<=N<=20000

Input :3
331
666
343**Output :**loses
wins
wins

All submissions for this problem are available.

Author: 2★ [karthikv1392](#)Tags: [karthikv1392](#)

Date Added: 29-04-2015

Time Limit: 1 secs

Source Limit: 50000 Bytes

Languages: CPP14, C, JAVA, PYTH 3.6, PYTH, CS2, ADA, PYPY, PYP3, TEXT, PAS fpc, RUBY, PHP, NODEJS, GO, TCL, HASK, PERL, SCALA, BASH, JS, PAS gpc, BF, LISP sbcl, CLOJ, LUA, D, CAML, ASM, FORT, FS, LISP clisp, SCM guile, PERL6, CLPS, WSPC, ERL, ICK, NICE, PRLG, ICON, PIKE, SCM chicken, SCM qobi, ST, NEM

Submit

Comments ▶

CodeChef is a competitive programming community.

[About CodeChef](#) | [Contact Us](#)The time now is: 02:11:17 AM
Your IP: 157.47.87.199CodeChef uses SPOJ © by [Sphere Research Labs](#)In order to report copyright violations of any kind, send in an email to copyright@codechef.com

CodeChef - A Platform for Aspiring Programmers

CodeChef was created as a platform to help programmers make it big in the world of **algorithms**, **computer programming**, and **programming contests**. At CodeChef we work hard to revive the geek in you by hosting a **programming contest** at the start of the month and two smaller programming challenges at the middle and end of the month. We also aim to have training sessions and discussions related to **algorithms**, **binary search**, technicalities like **array size** and the likes. Apart from providing a platform for **programming competitions**, CodeChef also has various algorithm tutorials and forum discussions to help those who are new to the world of **computer programming**.

Practice Section - A Place to hone your 'Computer Programming Skills'

Try your hand at one of our many practice problems and submit your solution in the language of your choice. Our **programming contest** judge accepts solutions in over 55+ programming languages. Preparing for coding contests were never this much fun! Receive points, and move up through the CodeChef ranks. Use our practice section to better prepare yourself for the multiple **programming challenges** that take place through-out the month on CodeChef.

Compete - Monthly Programming Contests, Cook-off and Lunchtime

Here is where you can show off your **computer programming skills**. Take part in our 10 days long monthly coding contest and the shorter format Cook-off and Lunchtime **coding contests**. Put yourself up for recognition and win great prizes. Our **programming contests** have prizes worth up to INR 20,000 (for Indian Community), \$700 (for Global Community) and lots more CodeChef goodies up for grabs.

Programming Tools

[Online IDE](#)[Upcoming Coding Contests](#)[Contest Hosting](#)[Problem Setting](#)[CodeChef Tutorials](#)[CodeChef Wiki](#)

Practice Problems

[Easy](#)[Medium](#)[Hard](#)[Challenge](#)[Peer](#)[School](#)[FAQ's](#)

Initiatives

[Go for Gold](#)[CodeChef for Schools](#)[College Chapters](#)[CodeChef for Business](#)

Policy

[Terms of Service](#)[Privacy Policy](#)[Refund Policy](#)[Code of Conduct](#)[Bug Bounty Program](#)