

Many Prizes

Problem

We're going to run a tournament with 2^N teams, and give out P identical prizes to the teams with ranks $0 \dots P-1$.

The teams are numbered 0 through 2^N-1 . When team i and team j play against each other in a game, team i will win iff $i < j$.

The teams for a tournament are organized in some order, called the tournament's *tournament list*, which contains all 2^N teams in the tournament. The tournament list will affect which teams play each other, and in what order.

Your job will be to find the largest-numbered team that is *guaranteed* to win a prize, independent of how the tournament list is ordered; and to find the largest-numbered team that *could* win a prize, depending on how the tournament list is ordered.

Tournament Resolution

The tournament is conducted in N rounds.

Each team has a *record*: the list of the results of the games it has played so far. For example, if a team has played three games, and won the first, lost the second and won the third, its record is `[W, L, W]`. If a team has played zero games, its record is `[]`.

In each round, every team plays a game against a team with the same record. The first team in the tournament list with a particular record will play against the second team with that record; the third team with the same record will play against the fourth; and so on.

After N rounds, each team has a different record. The teams are ranked in reverse lexicographical order of their records; so `[W, W, W] > [W, W, L] > [W, L, W] ... > [L, L, L]`.

Here is an example of a tournament with $N=3$, and the tournament list `[2, 4, 5, 3, 6, 7, 1, 0]`, where the columns represent different rounds, and the teams are grouped by their records. The winner of each game in the example has been marked with a `*`.

Round 1	Round 2	Round 3	Final Result (best rank at top)
[]	[W]	[W,W]	
2 *	2 *	2	0 [W,W,W]
4	3	0 *	2 [W,W,L]
		[W,L]	
5	6	3 *	3 [W,L,W]
3 *	0 *	6	6 [W,L,L]
	[L]	[L,W]	
6 *	4 *	4	1 [L,W,W]
7	5	1 *	4 [L,W,L]
		[L,L]	
1	7	5 *	5 [L,L,W]
0 *	1 *	7	7 [L,L,L]

If we give out 4 prizes ($N=3$, $P=4$), the prizes will go to teams 0, 2, 3 and 6.

The largest-numbered team that was guaranteed to win a prize with $N=3$, $P=4$, independent of the order of the tournament list, was team 0: this tournament list demonstrated that it's possible for team 1 *not* to win a prize, and it turns out that team 0 will always win one, regardless of the order of the tournament list.

The largest-numbered team that could win a prize with $N=3$, $P=4$, depending on how the tournament list was ordered, was team 6: this tournament list demonstrated that it's possible for team 6 to win a prize, and it turns out that team 7 will never win one, regardless of the order of the tournament list.

Input

The first line of the input gives the number of test cases, T . T test cases follow. Each test case consists of two space-separated integers: N , which indicates the tournament has 2^N teams, and P , the number of prizes.

Output

For each test case, output one line containing "Case #x: y z", where x is the case number (starting from 1), y is the largest-numbered team that is *guaranteed* to win a prize, independent of how the tournament list is ordered; and z is the largest-numbered team that *could* win a prize, depending on how the tournament list is ordered.

Limits

Time limit: 30 seconds per test set.

Memory limit: 1GB.

$1 \leq T \leq 100$.

$1 \leq P \leq 2^N$.

Small dataset (Test set 1 - Visible)

$1 \leq N \leq 10$.

Large dataset (Test set 2 - Hidden)

$1 \leq N \leq 50$.

Sample

Sample Input

```
3
3 4
3 5
3 3
```

Sample Output

```
Case #1: 0 6
Case #2: 2 6
Case #3: 0 4
```