CRAPS

Description. The game of craps uses a standard pair of dice, with the rules: *The user rolls the dice. They win if the total value of their first roll is 7 or 11. They lose if the value is 2, 3, or 12. If they neither win nor lose, the value of their first roll is called the point. They continue rolling until they get another roll matching the point (they win), or a 7 appears (they lose).* Here are some example games:

- The user rolls 7 on their first roll. They win.
- The user rolls 11 on their first roll. They win.
- The user rolls 2 on their first roll. They lose.
- The user rolls 3 on their first roll. They lose.
- The user rolls 12 on their first roll. They lose.
- The user rolls 5. The game continues, with the point being 5. If they next roll 4, the game continues. If they then roll 3, the game continues. If they then roll 5 (matches the point), they win and the game is over.
- The user rolls 5. The game continues, with the point being 5. If they next roll 4, the game continues. If they then roll 7, the game is over and they lose.

Some over-zealous players like to roll the dice and ignore whether the game is over (at which point security is called to escort the player from the premises). Your program is to determine if the player has won the game or not, in addition to determining whether or not they have continued to roll after the game is over. There are five possibilities:

- The player stopped exactly when the game was over, and they won.
- The player stopped exactly when the game was over, and they lost.
- The player continued rolling after they won.
- The player continued rolling after they lost.
- The player stopped rolling when the game was not finished.

Input File:craps.txt

Input Format: Each line will contain a series of integers. The first integer specifies the number of times the user throws the dice, N, which will have a maximum value of 20. Following that number will be N integers, each having a value between 2 and 12. These are the consecutive rolls made by the user.

Output Format: Print out a single line of text for each game. The text should contain one of the following messages:

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Won!     Lost!     Won, stop rolling!    Lost, stop rolling!   Keep rolling!
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Precede each message with the string "#*x*: ", where x is the line number.

Sample Input	**Sample Output**
1 7	#1: Won!
1 11	#2: Won!
1 2	#3: Lost!
1 3	#4: Lost!
1 12	#5: Lost!
4 5 4 3 5	#6: Won!
4 5 4 3 7	#7: Lost!
5 7 3 4 5 6	#8: Won, stop rolling!
5 11 9 8 7 6	#9: Won, stop rolling!
5 2 7 7 7 7	#10: Lost, stop rolling!
5 3 9 9 9 9	#11: Lost, stop rolling!
5 12 8 9 9 9	#12: Lost, stop rolling!
5 5 4 7 2 2	#13: Lost, stop rolling!
5 5 4 5 12 12	#14: Won, stop rolling!
3 4 8 2	#15: Keep rolling!