#include <stdio.h>

#include <stdlib.h>

void catAndMouse(int x, int y, int z) {

int distA = abs(x - z);

int distB = abs(y - z);

if (distA < distB) {

printf("Cat A\n");

} else if (distB < distA) {

printf("Cat B\n");

} else {

printf("Mouse C\n");

}

}

int main() {

int q, x, y, z;

scanf("%d", &q);

for (int i = 0; i < q; i++) {

scanf("%d %d %d", &x, &y, &z);

catAndMouse(x, y, z);

}

return 0;

}