Problem G. Strategic Number Manipulation

Time limit	500 ms
Code length Limit	50000 B
OS	Linux

Janmansh and Jay are playing a game. They start with a number X and they play a total of Y moves. Janmansh plays the first move of the game, after which both the players make moves alternatingly.

In one move, a player can increment or decrement X by 1.

If the final number after performing Y moves is even, then Janmansh wins otherwise, Jay wins. Determine the winner of the game if both the players play optimally.

Input Format

- The first line will contain T - the number of test cases. Then the test cases follow.
- The first and only line of each test case contains two integers X, Y - the starting number and the total number of moves respectively.

Output Format

For each test case, output the winning player (`Janmansh` or `Jay`).

You may print each character of `Janmansh` and `Jay` in uppercase or lowercase (for example, `JAY` , `jaY` , `JAy` will be considered identical).

Constraints

- $1 \leq T \leq 100$
- $1 \leq X, Y \leq 100$

Sample 1

Input	Output
2 2 2 4 3	Janmansh Jay

Test case-1: The starting number is $X = 2$. One of the optimal games will be:

- In the first move, Janmansh increases X to 3.
- In the second move, Jay increases X to 4.

Since the final number is even, Janmansh wins.

Test case-2: The starting number is $X = 4$. One of the optimal games will be:

- In the first move, Janmansh decreases X to 3.
- In the second move, Jay decreases X to 2.
- In the third move, Janmansh increases X to 3.

Since the final number is odd, Jay wins.