Problem 6: Seven
7 Points

Problem ID: `sixseven`
Rank: `2`

Introduction

Big Ben the Brown Bear and Oski the Other Bear got bored of all the CALICOding we do at CALICO and decided to lighten the mood. However, they couldn't figure out how to entertain the constantly doomscrolling team members... so they made up an entire game to satisfy our brainrotted needs.

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Problem Statement

Big Ben and Oski are playing a game and the rules they came up with are as follows:

1. Big Ben and Oski decide on the number of turns $\mathbf{K}$ they will take in total before they start.
2. Next, on each player's turn, the player says either 6 or 7.
3. Big Ben starts first. Oski goes second. They continue alternating turns.
4. Then, if a player says 7 after the previous player said 6, the player who said 7 goes again. Note: this breaks the previous alternating pattern.
5. Finally, the player whose turn it is on the $\mathbf{K}^{\text{th}}$ turn loses.

For example, if Oski says 6 on turn 4 and Big Ben says 7 on turn 5, Big Ben goes again on turn 6. If $\mathbf{K} = 6$, then Big Ben loses.

Given the number of turns $\mathbf{K}$ Big Ben and Oski have decided upon, and assuming that they both play optimally, output the name of the player that will win.

Input Format

The first line of the input contains an integer $\mathbf{T}$ denoting the number of test cases that follow.

Each test case is described by a single line containing a single integer $\mathbf{K}$ denoting the total number of turns in the game.

Output Format

For each test case, output a single line containing either `Big Ben` or `Oski` denoting the winner of the game assuming both players play optimally.

Constraints

$1 \leq \mathbf{T} \leq 100$
$1 \leq \mathbf{K} \leq 10^6$

Sample Test Cases

Sample Input Download

```
3
1
5
20
```

Sample Output Download

```
Oski
Big Ben
Big Ben
```

Sample Explanations

For the first test case we have $\mathbf{K} = 1$. Since the player whose turn it is on turn $\mathbf{K}$ always loses, and Big Ben always starts on turn 1, Oski will always win regardless of what Big Ben says.

For the second test case with $\mathbf{K} = 5$, the optimal strategy for Big Ben is to start by saying 6 on turn 1. Oski then has two options:

- If Oski says 6 on turn 2, Big Ben can say 7 on turn 3 allowing him to say something again on turn 4. Regardless of what he says, it will be Oski on turn 5, so Oski loses and Big Ben wins.
- If Oski says 7 on turn 2 allowing him to say something again on turn 3, Big Ben can say 6 on turn 4, making it Oski on turn 5, so Oski loses and Big Ben wins.

For the third test case with $\mathbf{K} = 20$, it can be shown that a strategy exists for Big Ben that will always win for him.