◎ Objectif

He loves me, he loves me not or She loves me, she loves me not (originally effeuiller la marguerite in French) is a game of French origin in which one person seeks to determine whether the object of their affection returns that affection.

A person playing the game alternately speaks the phrases "He (or she) loves me," and "He loves me not," while picking one petal off a flower (usually an ox-eye daisy) for each phrase. The phrase they speak on picking off the last petal supposedly represents the truth between the object of their affection loving them or not. The player typically is motivated by attraction to the person they are speaking of while reciting the phrases. They may seek to reaffirm a pre-existing belief, or act out of whimsy.

In the original French version of the game, the petals do not simply indicate whether the object of the player's affection loves them, but to what extent: un peu or "a little", beaucoup or "a lot", passionnément or "passionately", or pas du tout or "not at all."

If the flower you picked ends up having "not at all", you must pick another one.

Entrée

Line 1 : An integer N representing the number of available flowers
Line 2: N integers N_i representing the number of petals in each flower

Sortie

Line 1 : A string, representing the number of petals of the first flower in the cycle "**a little** => **a lot** => **passionately** => **not at all** => **a little** => ...". If the cycle ends up being **not at all**, you must pick the next flower in the list and continue the process. If there are no flowers left, output **not at all**.