Stone Game

**Time Limit: 1000/1000 MS (Java/Others)    Memory Limit: 65536/32768 K (Java/Others)**

**Description**

Alice and Bob are playing a game. It is played in 1\*N grids. Each grid can be occupied by one stone. Alice has K white stones on the left (numbered 1 to K from left to right), and Bob has K black stones on the right (numbered 1 to K from right to left). They take turns to move their own stones, and Alice moves first. In each move, the player must choose one stone to move to the nearest empty grid forward (Alice moves to the right, Bob moves to the left). If one player cannot find any stone to move, he wins.

Now Alice asks you to find a winning strategy of the game. Can you help him?



**Input**

There are multiple test cases. In each case, there is one line containing two integers N, K.

**Technical Specification**

3 <= N <= 1,000,000, 1 < K\*2 < N

**Output**

For each case, print in one line containing the case number (starting with 1) and the winning information. If Alice loses, just print “Bob”, otherwise print “Alice” and the first stone he chooses. If there are multiple stones he can choose, he will choose the rightmost one.

**Sample Input**

3 1

4 1

**Sample Output**

Case 1: Bob

Case 2: Alice 1