



# Introduction to Nim Game

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Nim is the most famous two-player algorithm game! The basic rules for this game are as follows:

- The game starts with  $n$  piles of stones indexed from  $0$  to  $n - 1$ . Each pile  $i$  (where  $0 \leq i < n$ ) has  $s_i$  stones.
- The players move in alternating turns, with First always playing first and Second always playing second. During each move, the current player must remove one or more stones from a single pile.
- The first player who is unable to remove a stone (e.g., a stone can't be removed if all piles are already empty) loses the game.

Given the value of  $n$  and the number of stones in each pile, determine the game's winner if both players play optimally.

## Input Format

The first line contains an integer,  $g$ , denoting the number of games they play.

Each of the  $2g$  subsequent lines defines a game. Each game is described over the following two lines:

- An integer,  $n$ , denoting the number of piles.
- $n$  space-separated integers,  $s_0, s_1, \dots, s_{n-1}$ , where each  $s_i$  describes the number of stones at pile  $i$ .

## Constraints

- $1 \leq g \leq 100$
- $1 \leq n \leq 100$
- $0 \leq s_i \leq 100$

## Output Format

For each game, print the name of the winner on a new line (i.e., either First or Second).

## Sample Input

```
2
2
1 1
3
2 1 4
```


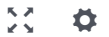
## Sample Output

```
Second
First
```

Max Score:15

Difficulty: Easy

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```
1 import java.io.*;
2 import java.util.*;
3 import java.text.*;
4 import java.math.*;
5 import java.util.regex.*;
6
7 public class Solution {
8
9     public static void main(String[] args) {
10         /* Enter your code here. Read input from STDIN. Print output to STDOUT. Your class should be named Solution. */
11     }
12 }
```

Line: 1 Col: 1

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