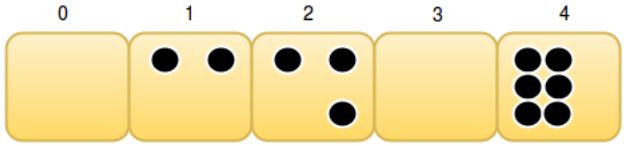
Nimble Game

by Shafaet

Two people are playing Nimble! The rules of the game are:

- The game is played on a line of n squares, indexed from 0 to $n-1$. Each square i (where $0 \leq i < n$) contains c_i coins. For example:



- The players move in alternating turns. During each move, the current player must remove exactly 1 coin from square i and move it to square j if and only if $0 \leq j < i$.
- The game ends when all coins are in square 0 and nobody can make a move. The first player to have no available move loses the game.

Given the value of n and the number of coins in each square, determine whether the person who wins the game is the *first* or *second* person to move. Assume both players move optimally.

Input Format

The first line contains an integer, T, denoting the number of test cases.
Each of the $2T$ subsequent lines defines a test case. Each test case is described over the following two lines:

1. An integer, n, denoting the number of squares.
2. n space-separated integers, $c_0, c_1, \ldots, c_{n-1}$, where each c_i describes the number of coins at square i.

Constraints

- $1 \leq T \leq 10^4$
- $1 \leq n \leq 100$
- $0 \leq c_i \leq 10^9$

Output Format

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

Sample Input

```
2
5
0 2 3 0 6
4
0 0 0 0
```

Sample Output

```
First
Second
```

Submissions:1789

Max Score:20
Difficulty: Easy

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Current Buffer (saved locally, editable)

Java 7

```
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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