

Time Limit: 1 second

Memory Limit: 512MB

The *tea* is scalding. Our VP, Shreya *di*, is just trying to focus at her new job at Airtel. But "Kosuke," her most *dedicated* admirer from... *somewhere*... has somehow found out where she works and is trying to "match her energy" during her lunch break.

This has kicked off a silent, high-stakes "Aura War." The vibe of the break room starts at a neutral $x = 0$. They take turns, and **Shreya, who was just trying to eat her lunch, has to make the first move.**

On the i -th turn, the current player changes the "aura level" by $2 \cdot i - 1$ units.

- **Kosuke's Turn:** He's in his "nice guy" era. He tries to impress her by projecting a massive, cringey, **positive aura** (e.g., "wow, you work so hard," "can I get you a coffee?"). He adds $+(2 \cdot i - 1)$ to the aura.
- **Shreya's Turn:** She counters. Going full '*paglu-mode*', she projects an overwhelming, "leave me alone, I am debugging in my head" **negative aura**. She adds $-(2 \cdot i - 1)$ to the aura.

The battle plays out like this:

1. **Shreya** (Turn 1): Radiates "do not perceive me" energy by -1 . Aura is now $x = -1$.
2. **Kosuke** (Turn 2): Tries to "fix the vibe" with $+3$. Aura is now $x = 2$.
3. **Shreya** (Turn 3): Enters an unstoppable "flow state," projecting -5 . Aura is now $x = -3$.
4. ...

Shreya has a final "tolerance limit" n for this nonsense. The game *instantly* stops the moment the aura level goes critical (i.e., the absolute value $|x|$ becomes greater than n).

- If $x > n$, Kosuke's positive aura is too overwhelming, and Shreya has to get up and leave.
- If $x < -n$, Shreya's "paglu" aura is too intense, and *he* gets intimidated and finally leaves.

Your task is to determine who makes the *final move* that pushes the aura level $|x|$ past n .

Input Format

- The only line of input contains a single integer n — Shreya's "tolerance limit."

Constraints

- $1 \leq n \leq 10^{18}$

Output Format

- Output a single line with the name of the person who made the final move.
- If Shreya makes the last move (her focus wins), output **Shreya**.

- If Kosuke makes the last move (he's just too much), output **Kosuke**.

Note: The output is **not case sensitive**. You can print **shreya**, **KOSUKE**, **Shreya**, etc. All will be accepted.

Sample Input 0

1

Sample Output 0

Koshuke

Explanation 0

- **Turn 1 (Shreya):** She moves first. The move size is $2(1) - 1 = 1$. She subtracts 1.
 - Aura level $x = 0 - 1 = -1$.
 - Condition check: $|x| = |-1| = 1$. This is not greater than $n = 1$. The game continues.
- **Turn 2 (Kosuke):** He moves second. The move size is $2(2) - 1 = 3$. He adds 3.
 - Aura level $x = -1 + 3 = 2$.
 - Condition check: $|x| = |2| = 2$. This is greater than $n = 1$. The game ends. The last move was made by **Kosuke**.

Sample Input 1

2

Sample Output 1

Shreya

Explanation 1

The tolerance limit is $n = 2$.

- **Turn 1 (Shreya):** Subtracts 1. $x = -1$. $|-1| \leq 2$. Continue.
- **Turn 2 (Kosuke):** Adds 3. $x = -1 + 3 = 2$. $|2| \leq 2$. Continue.
- **Turn 3 (Shreya):** Subtracts $2(3) - 1 = 5$. $x = 2 - 5 = -3$.
 - Condition check: $|-3| = 3$. This is greater than $n = 2$. The game ends. The last move was made by **Shreya**.