

# Day 1: Tower Breakers

Two players (numbered **1** and **2**) are playing a game of Tower Breakers! The rules of the game are as follows:

- Player **1** always moves first, and both players always play optimally.
- Initially there are  $N$  towers, where each tower is of height  $M$ .
- The players move in alternating turns. In each turn, a player can choose a tower of height  $X$  and reduce its height to  $Y$ , where  $1 \leq Y < X$  and  $Y$  evenly divides  $X$ .
- If the current player is unable to make any move, they lose the game.

Given the values of  $N$  and  $M$ , can you determine who will win? If the first player wins, print **1**; otherwise, print **2**.

## Input Format

The first line contains a single integer,  $T$ , denoting the number of test cases.  
Each of the  $T$  subsequent lines describes a test case in the form of **2** space-separated integers denoting the respective values for  $N$  and  $M$ .

## Constraints

- $1 \leq T \leq 100$
- $1 \leq N, M \leq 10^6$

## Output Format

For each test case, print a single integer (i.e., either **1** or **2**) denoting the winner on a new line.

## Sample Input

```
2
2 2
1 4
```

## Sample Output

```
2
1
```

## Explanation

We'll refer to player **1** as  $P_1$  and player **2** as  $P_2$

In the first test case,  $P_1$  chooses one of the two towers and reduces it to **1**. Then  $P_2$  reduces the remaining tower to a height of **1**. As both towers now have height **1**,  $P_1$  cannot make a move so  $P_2$  is the winner and we print **2** on a new line.

In the second test case, there is only one tower of height **4**.  $P_1$  can reduce it to a height of either **1** or **2**, but  $P_1$  chooses **1** as both players always choose optimally. Because  $P_2$  has no possible move,  $P_1$  wins and

we print **1** on a new line.