

Day 3: Tower Breakers, Again!

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 move optimally.
- Initially there are N towers of various heights.
- The players move in alternating turns. In each turn, a player must choose a tower of height X and break it down into Y towers of height Z such that $Y > 1$ and $Y \times Z = X$.
- If the current player is unable to make any move, they lose the game.

Given the value of N and the respective height values for all towers, can you determine who will win? If the first player wins, print **1**; otherwise, print **2**.

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 towers.
2. N space-separated integers, h_0, h_1, \dots, h_{N-1} , where each h_i describes the height of tower i .

Constraints

- $1 \leq T \leq 200$
- $1 \leq N \leq 100$
- $1 \leq h_i \leq 10^5$

Output Format

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

Sample Input

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

Sample Output

```
1
2
```

Explanation

In the first test case, the first player simply breaks down second tower of height **2** into two towers of height **1** and wins.

In the second test case, there are only two possible moves:

- Break the second tower into **2** towers of height **1**.
- Break the third tower into **3** towers of height **1**.

Whichever move player **1** makes, player **2** can make the other move and win the game.