Day 2: Nim Game

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

Constraints

- $1 \leq T \leq 100$
- $1 \leq n \leq 100$
- $1 \leq s_i \leq 100$

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
2
1 1
3
2 1 4
```

Sample Output

```
Second
First
```