

Challenging Tic-Tac-Toe

Qc and He play the famous game of Tic-Tac-Toe. The game is played on a 3x3 board. Qc plays with X-s, He plays with 0-s. The players make moves in turn, Qc moves first. The object of the game is to get three of your marks in a row. If there is no empty square to put the mark to, the game ends in a draw.

Given the position in a game and assuming that both Qc and He play perfectly, you have to detect who would win the game, or that the game would end in a draw. If the position given is illegal, that is, it cannot occur in the game, you must report so.

Input

Each test case consists of three lines. Each line contains three characters, these lines describe the position on the board.

The position on the board is specified using characters "X", "0" (zero), and "." (dot).

Output

Print one statement for each test case. Refer to the sample output for exact statements.

Sample input	Sample output
<code>..X .X0 ...</code>	<code>X wins.</code>
<code>..X .0. XX0</code>	<code>0 wins.</code>
<code>X0X X0. 0X.</code>	<code>Game is a draw.</code>
<code>X0X X0X X0X</code>	<code>Illegal position.</code>
<code>X0X 0X0 X0X</code>	<code>X wins.</code>