1253 – Misère Nim

Alice and Bob are playing game of **Misère Nim**. Misère Nim is a game playing on **k** piles of stones, each pile containing one or more stones. The players alternate turns and in each turn a player can select one of the piles and can remove as many stones from that pile unless the pile is empty. In each turn a player must remove at least one stone from any pile. Alice starts first. The player who removes the last stone **loses** the game.

Input

Input starts with an integer **T (≤ 200)**, denoting the number of test cases.

Each case starts with a line containing an integer **k (1 ≤ k ≤ 100)**. The next line contains **k** space separated integers denoting the number of stones in each pile. The number of stones in a pile lies in the range **[1, 10^9]**.

Output

For each case, print the case number and **'Alice'** if Alice wins otherwise print **'Bob'**.

Sample Input	Output for Sample Input
3 4 2 3 4 5 5 1 1 2 4 10 1 1	Case 1: Bob Case 2: Alice Case 3: Bob