Problem B
Pick Up the Stone

Input file: *testdata.in*
Time limit: 2 second

Problem Description

Arthur and his sister Caroll have been playing a game for some time now. The game is played as follows:

1. The starting position has three heaps, all containing some, not necessarily equal, number of stones.
2. The players take turns choosing a heap and removing a positive number of stones from it, or choosing two or three heap and removing the same positive number of stones from them.
3. The player loses if one has no stone to move.

For example, if the number of remained stones is (1,1,1) and it is Arthur's turn, Arthur wins. Because Arthur can take 1 stone from all the heaps. But Arthur will lose if the number is (0,1,2) and it is Arthur's turn. Because Arthur have no strategy to let Carol not take the last stone.

Input Format

The input data consists of several test cases. Each line of test case has three integers, x, y, z, indicating the numbers of stones, here $1 \leq x \leq 100$, $0 \leq y, z \leq 100$. A line with 0 indicates the end of input.

Output Format

Assume that it is Arthur's turn, and both of Arthur and Carol play the game with the best strategy to win the game. If Arthur will win this game, output 'w'; if he will lose, output 'l'.

Sample Input

```
1 1 1
1 2 0
0
```

Sample Output

```
w
l
```