```
#pragma comment(linker, "/stack:640000000")
 3
      #include <algorithm>
      #include <bitset>
 5
      #include <cassert>
      #include <cctype>
 6
      #include <climits>
 8
      #include <cmath>
      #include <cstdio>
 9
      #include <cstdlib>
1.0
11
     #include <cstring>
12
      #include <fstream>
      #include <iostream>
13
     #include <iomanip>
14
      #include <iterator>
1.5
16
      #include <list>
17
      #include <map>
      #include <numeric>
18
19
      #include <queue>
20
     #include <set>
2.1
      #include <sstream>
22
      #include <stack>
      #include <string>
23
24
      #include <utility>
2.5
      #include <vector>
26
      using namespace std;
27
     const double EPS = 1e-9;
28
29
      const int INF = 0x7f7f7f7f;
30
      const double PI=acos(-1.0);
31
                                             freopen(f, "r", stdin)
freopen(f, "w", stdout)
32
      #define READ(f)
      #define WRITE(f)
                                      freopen(1, make_pair(x, y)
33
      #define MP(x, y)
34
      #define PB(x)
#define rep(i,
35
                                         push_back(x)
36
                     rep(i,n)
                                             for (int i = 1 ; i \le (n) ; i++)
      #define repI(i,n)
                                            for (int i = 0; i < (n); i++)
37
                                            for (int i = (int)(L); i \le (int)(R); i++)
      #define FOR(i,L,R)
38
     #define ROF(i,L,R) for (int i = (int)(L); i \ge (int)(R); i--) #define FOREACH(i,t) for (typeof(t.begin()) i=t.begin(); i!=t.end(); i++)
39
40
                                             p.begin(),p.end()
41
      #define ALL(p)
      #define ALLR(p)
#define SET(p)
                                            p.rbegin(),p.rend()
memset(p, -1, sizeof(p))
42
43
                                          memset(p, 0, sizeof(p))
memset(p, v, sizeof(p))
44
      #define CLR(p)
      #define MEM(p, v)
#define getI(a)
45
    #define getI(a) scanf("%d", &a)
#define getII(a,b) scanf("%d%d", &a, &b)
#define getIII(a,b,c) scanf("%d%d", &a, &b, &c)
#define getL(a) scanf("%lld",&a)
#define getLL(a,b) scanf("%lld%lld",&a,&b)
#define getLL(a,b,c) scanf("%lld%lld",&a,&b,&c)
#define getC(n) scanf("%c", cn)
46
47
48
49
50
51
     #define getC(n)
#define getF(n)
                                             scanf("%c",&n)
52
                                             scanf("%lf",&n)
53
     #define getS(n)
54
                                            scanf("%s",n)
      #define bitCheck(N,in) ((bool)(N&(1<<(in))))
#define bitOff(N,in) (N&(~(1<<(in))))
5.5
56
      #define bitOn(N,in)
                                            (N | (1 << (in)))
57
     #define bitCount(a) __builtin_popcount(a)
#define iseq(a,b) (fabs(a-b) < EPS)
#define UNIQUE(V) (V).erase(unique((V).begin(),(V).end()),(V).end())</pre>
5.8
59
60
61
      #define vi vector < int >
      #define vii vector < vector < int > >
#define pii pair< int, int >
62
63
64
      #define ff
                             first
      #define ss second
#define 11 long long
65
66
      #define ull unsigned long long
67
68
      template< class T > inline T _abs(T n) { return ((n) < 0 ? -(n) : (n)); }
template< class T > inline T _max(T a, T b) { return (!((a)<(b))?(a):(b)); }
template< class T > inline T _min(T a, T b) { return (((a)<(b))?(a):(b)); }
template< class T > inline T _swap(T &a, T &b) { a=a^b;b=a^b;a=a^b;}
template< class T > inline T _gcd(T a, T b) { return (b) == 0 ? (a): gcd((b), ((a) % (b))); }
69
70
71
72
73
74
       template < class T > inline T lcm(T a, T b)  { return ((a) / gcd((a), (b)) * (b));  }
75
       template <typename T> string NumberToString ( T Number ) { ostringstream ss; ss << Number;
      return ss.str(); }
76
      #ifdef dipta007
77
78
             #define debug(args...) {cerr<<"Debug: "; dbg,args; cerr<<endl;}</pre>
```

```
79
80
       #define debug(args...) // Just strip off all debug tokens
    #endif
81
82
83
     struct debugger{
84
      template<typename T> debugger& operator , (const T& v) {
            cerr<<v<<" ";
85
86
             return *this;
      }
87
88
    }dbg;
89
90
     int n,m,k;
    pii arr[2004];
91
92
    int tot;
    int dp[2004][2004];
93
94
95
    int call(int in, int baki)
96
97
         if(in >= tot) return 0;
         if(baki<=0) return 0;</pre>
98
99
         if(baki <= arr[in].ss) return 1;</pre>
100
101
         int &ret = dp[in][baki];
102
         if(ret!=-1) return ret;
103
         FOR(i,1, arr[in].ss)
104
105
             if(baki - i >= 0)
106
107
108
                 if(call(in+1, baki-i) == 0) return ret = 1;
109
110
             else break;
111
112
         return ret = 0;
113 }
114
115
    int main() {
116
       #ifdef dipta007
          //READ("in.txt");
117
              WRITE("out.txt");
118
         #endif // dipta007
119
120
         ios_base::sync_with_stdio(0);cin.tie(0);
121
122
         int t;
         cin >> t;
123
124
         FOR(ci, 1, t)
125
         {
            cin >> n >> m >> k;
126
127
             string st;
128
             cin >> st;
129
130
             int in = 0;
             arr[0].ff = 1;
131
132
             arr[0].ss = k;
133
             char ch = st[0];
134
             FOR(i, 1, n+n-1)
135
             -{
136
                 if(st[i] == st[i-1])
137
138
                     arr[in].ff++;
139
                     arr[in].ss += k;
140
                 }
141
                 else
142
143
                     in++;
                     arr[in].ff = 1;
144
                     arr[in].ss = k;
145
                 }
146
147
            }
148
149 //
150
                  debug(i, arr[i].ff, arr[i].ss);
151
152
153
             tot = in+1;
154
155
            SET (dp);
156
             int kk = call(0,m);
157
```

```
158
             cout << "Case #" << ci << ": ";
159
160
             if(kk==0)
{
              if(ch == 'A') cout << "B";
else cout << "A";
}</pre>
161
162
163
164
             else
165
               if(ch == 'B') cout << "B";
else cout << "A";</pre>
166
167
168
169
              cout << endl;</pre>
170
171
172
173
          return 0;
174 }
175
176
177
178
```