**7. Witch!**

**Program Name: Witch.java Input File: witch.dat**

The villagers burn witches. Why do they burn? Because they are made of wood. How can you tell if they’re made of wood? They floats in water. What else floats in water? A Duck. So logically, if she weighs the same as a duck, she is a witch.

Given the weight of the duck and the weight of the woman, determine if she is a witch.

Input

An integer N representing the number of data sets to follow. Each data set will have the weight of the duck followed by the weight of the woman.

Output

The phrase, “WITCH!” if she’s a witch and “NOT A WITCH!” if she’s not.

**Assumptions**

None for this problem.

Example Input File

3

120.2 120.2

5.2 150.3

5.3 8.2

Example Output To Screen

WITCH!

NOT A WITCH!

NOT A WITCH!