

C. Tic-tac-toe

time limit per test: 1 second

memory limit per test: 64 megabytes

Certainly, everyone is familiar with tic-tac-toe game. The rules are very simple indeed. Two players take turns marking the cells in a 3×3 grid (one player always draws crosses, the other — noughts). The player who succeeds first in placing three of his marks in a horizontal, vertical or diagonal line wins, and the game is finished. The player who draws crosses goes first. If the grid is filled, but neither Xs, nor Os form the required line, a draw is announced.

You are given a 3×3 grid, each grid cell is empty, or occupied by a cross or a nought. You have to find the player (first or second), whose turn is next, or print one of the verdicts below:

- `illegal` — if the given board layout can't appear during a valid game;
- `the first player won` — if in the given board layout the first player has just won;
- `the second player won` — if in the given board layout the second player has just won;
- `draw` — if the given board layout has just let to a draw.

Input

The input consists of three lines, each of the lines contains characters `.`, `"X"` or `"O"` (a period, a capital letter X, or a digit zero).

Output

Print one of the six verdicts: `first`, `second`, `illegal`, `the first player won`, `the second player won` or `draw`.

Examples

input	Copy
<pre>XOX .O. .X.</pre>	
output	Copy
<code>second</code>	

→ Attention

The package for this problem was not updated by the problem writer or Codeforces administration after we've upgraded the judging servers. To adjust the time limit constraint, a solution execution time will be multiplied by 2. For example, if your solution works for 400 ms on judging servers, then the value 800 ms will be displayed and used to determine the verdict.

Codeforces Beta Round 3

Finished

Practice



→ Virtual participation

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 Language: GNU G++23 14.2 (64 bit, ms ▼)

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Submission	Time	Verdict
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→ Problem tags

[brute force](#) [games](#) [implementation](#)
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→ **Contest materials**

- Codeforces Beta Round #3 
- Tutorial #1 (en) 
- Tutorial #2 (ru) 

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