Suten

Suten, sut, suit, suwit, or pingsut is a traditional Indonesian hand game similar to rock, paper, and scissor. The game is normally played between two players in which each player simultaneously forms one of three shapes with an outstretched hand. The shapes are elephant (represented by the thumb), human (represented by the index finger), and ant (represented by the little finger). Suten is an example of a simultaneous, zero-sum game, which has only two possible outcomes: a draw or a win for one player and a loss for the other.

The rule of suten is quite simple, the elephant beats the human ("elephant crushes human"), the human beats the ant ("human crushes ant"), and the ant beats the elephant ("the small ant defeats the elephant by means of attacking elephant's sensitive trunk and ears"). This simple rule makes suten popular among Indonesian children and it is often used as a fair choosing method between two people. See Figure 1 for illustration.

Figure 1: Illustration for rule in suten. Image is taken from https://budayajawa.id.

Suppose there are two people, Eko and Ganesh, who like to use suten to settle their problems and decide something trivial. To settle a problem, they perform N rounds of suten. The winner of this game is the player with most wins. In addition, the winner has the right to settle a problem they have previously agreed on. Your task is to determine the outcome of this suten game.

Input Format

The input consists of two lines where each line contains N characters and every two consecutive characters are separated by a space. A character is either e, h, or a, where e represents elephant, h represents human, and a represents ant. There is no information about N, you have to read it from the input. The first line represents the hand gestures of Eko, while the second line signify the hand signs of Ganesh.

Constraints

$1 \leq N \leq 100$

Output Format

The output of the program is:

1. The string **"*Eko wins*"** if Eko wins the game.

2. The string "*Ganesh wins*" if Ganesh wins the game.

3. The string "*Draw*" if neither Eko nor Ganesh wins the game.

Sample Input 0

```
e a h
h a a
```

Sample Output 0

```
Eko wins
```

Explanation 0

This is a game that consists of three rounds. This game is won by Eko. The first round is won by Eko (elephant versus human), the second round is a draw (both players use ant), and the last round is also won by Eko (human versus ant). The game yields two wins for Eko and a draw.

Sample Input 1

```
a a e h
e h a e
```

Sample Output 1

```
Ganesh wins
```

Explanation 1

This is a game that consists of four rounds. This game is won by Ganesh. The first round is won by Eko (ant versus elephant), the second round is won by Ganesh (ant versus human), the third round is won by Ganesh (elephant versus ant), and the last round is won by Ganesh (human versus elephant). The game yields three wins for Ganesh

Sample Input 2

```
e h e a a
a a e e h
```

Sample Output 2

```
Draw
```

Explanation 2

This is a game that is ended with a draw. This game consists of five rounds. The first game is won by Ganesh (elephant versus ant), the second round is won by Eko (human versus ant), the third round is a draw (both players use elephant), the fourth round is won by Eko (ant versus elephant), and the final round is won by Ganesh (ant versus human). The game yields two wins for each player and a draw.