

Problem F

Shot Eagle Eye

Time limit: 3 seconds

Memory limit: 1024 megabytes

Problem Description

Mumu really enjoys playing basketball with his classmates. What he loves the most is predicting whether a shot will go in at the very moment someone releases the ball, because it makes everyone think he has great judgment. As his classmate, you also wish you had this ability, but you always end up guessing wrong.

To overcome this, you decide to write a program that can instantly determine whether a shot will go in based on four key indicators that you've captured:

1. Distance (near/far)
2. Left-right alignment
3. Angle
4. Spin

Each indicator is scored on a scale from 0 to 100, where a higher score means better execution of that aspect. After careful observation and calculation, you've discovered that a shot will always go in if and only if the following conditions are met:

1. The total score is at least 350.
2. The difference between the highest and lowest of the four scores does not exceed 25.

You already finished building the four indicator-capturing tools yesterday. Now, once you complete this program, you will finally be able to stand confidently on the basketball court and call out: "That's in!"

Input Format

The input consists of multiple lines. Each line contains four integers, separated by spaces, representing: *Distance*, *Left-right alignment*, *Angle*, *Spin*. Input terminates when "-1" is read.

Output Format

For each line of input, output one line as the result: If the shot satisfies the conditions, output "In." Otherwise, output "Nah."

Technical Specification

- $1 \leq \text{Distance}, \text{Left-right alignment}, \text{Angle}, \text{Spin} \leq 100$

Sample Input 1

```
90 100 100 80
100 100 70 100
80 100 80 90
-1
```

Sample Output 1

```
In
Nah
In
```