**CS/IV/18-18**

#include<iostream>

#define ll long long

using namespace std;

class motuPatlu

{

ll n, a[100005], p, q, r, count, i;

public:

motuPatlu() {

p=0; q=0; r=0; count=0;

}

void getData();

void iceCreamGame();

void outData();

};

void motuPatlu::getData()

{

cin>>n;

for(ll i=0; i<n; ++i)

cin>>a[i];

}

void motuPatlu::iceCreamGame()

{

i=0;

ll j=n-1;

while(i<j)

{

if(q>r)

{

r+=(2\*a[j]);

count++;

j--;

}

else if(r>q)

{

q+=a[i];

p++;

i++;

}

else

{

r+=(2\*a[j]);

count++;

j--;

q+=a[i];

p++;

i++;

}

if(i==j && q<=r)

p++;

if(i==j && q>r)

count++;

}

}

void motuPatlu::outData()

{

cout<<p<<' '<<count<<'\n';

if(p>count)

cout<<"Motu\n";

else if(count>p)

cout<<"Patlu\n";

else cout<<"Tie\n";

}

int main()

{

ll t;

cin>>t;

while(t--)

{

motuPatlu ob;

ob.getData();

ob.iceCreamGame();

ob.outData();

}

return 0;

}