

Problema B

Jokenpo

Arquivo fonte: jokenpo.{ c | cpp | java | py }
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Beatriz and Artur are siblings, and they usually do a lot of things together. Sometimes, when they have different preferences, they play Rock, Paper, Scissors — known in Brazil as Jokenpo — to decide.

Since they are part of a school group focused on technology, they came up with an idea: to write a computer program to play the game for them. Typical laziness!

They started by creating a random generator to simulate the game turns. This generator uses an asterisk (*) for Rock, a capital letter O for Paper, and a capital letter V for Scissors.

They're stuck. You're not. Time to step in, write the rest, and bring this game to life — before their laziness takes over!

Input

The input consists of a single test case with multiple lines, each containing two characters separated by a blank space. The first character represents Beatriz's move, and the second represents Artur's. All characters are guaranteed to be valid: "*"for Rock, "O"for Paper, and "V"for Scissors. The input ends with two hyphens separated by a blank space: - -.

Output

The program must print either "BEATRIZ WIN"or "ARTUR WIN", depending on who has more points. Since the data is randomly generated, a tie is possible. In that case, the program must output the word: "TIE". Important: all output must be in capital letters, must not include quotation marks, and don't forget the line break at the end.

Exemplo de Entrada 1

```
V O
* *
O V
O *
- -
```

Exemplo de Saída 1

```
BEATRIZ WIN
```

Exemplo de Entrada 2

```
* V
V O
O *
* O
V *
O V
- -
```

Exemplo de Saída 2

```
TIE
```