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pruthvishalcodi1 🗸

All Contests > ALCoding Summer Long Challenge 1 > Clash of Clans 3.0

Clash of Clans 3.0



by pruthvishalcodi1

Problem

Submissions

Leaderboard

Discussions

Editorial

Like the last time their are two clans **Red** and **Blue** and they both have **N** players in them and all those N players have a specific health point **H** at a certain point in the fight. A player can do damage to another player as much or less than his health point, that is if there are two players A and B, and their health points are 20 and 5 respectively, player A can do 5 damage to kill player B and still be left with 15 health points. Given the health points of all the players in each clan decide the winning clan if both of them have no players left then its a tie game.

Input Format

First line contains **T** the number of testcases All the test cases have in the first line **N** the number of players in each team. Next two lines contain in the first line an array **H_RED** representing the health points of the Red clan. then the next line an array **H_BLUE** representing the health points of the Blue clan.

Constraints

- 0<= T <=100
- 1<= N <= 100000
- 0<= health points <=1000

Output Format

For every test case **T** print the winning clan Red or Blue in case of tie print Tie.

Sample Input 0

Sample Output 0

Tie Blue

2 70

Explanation 0

```
All of the players die so its a Tie
Blue clan as a survivor after all the players in Red clan Dies
```

Sample Input 1

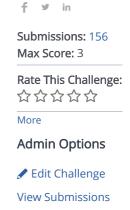
1 5 1 2 3 4 5 5 4 3 2 0

Sample Output 1

Red

Explanation 1

Red clan as a survivor after all the players in the Blue clan dies





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