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# D. Permutation Game

time limit per test: 2 seconds memory limit per test: 256 megabytes input: standard input output: standard output

Bodya and Sasha found a permutation  $p_1, \ldots, p_n$  and an array  $a_1, \ldots, a_n$ . They decided to play a well-known "Permutation game".

A permutation of length n is an array consisting of n distinct integers from 1 to n in arbitrary order. For example, [2,3,1,5,4] is a permutation, but [1,2,2] is not a permutation (2 appears twice in the array), and [1,3,4] is also not a permutation (n=3 but there is 4 in the array).

Both of them chose a starting position in the permutation.

The game lasts k turns. The players make moves simultaneously. On each turn, two things happen to each player:

- If the current position of the player is x, his score increases by  $a_x$ .
- Then the player either **stays** at his current position x or **moves** from x to  $p_x$ .

The winner of the game is the player with the higher score after exactly k turns. Knowing Bodya's starting position  $P_B$  and Sasha's starting position  $P_S$ , determine who wins the game if both players are trying to win.

### Input

The first line contains a single integer t ( $1 \le t \le 10^4$ ) — the number of testcases.

The first line of each testcase contains integers  $n, k, P_B, P_S$  ( $1 \le P_B, P_S \le n \le 2 \cdot 10^5$ ,  $1 \le k \le 10^9$ ) — length of the permutation, duration of the game, starting positions respectively.

The next line contains n integers  $p_1,\ldots,p_n$   $(1\leq p_i\leq n)$  — elements of the permutation p.

The next line contains n integers  $a_1, \ldots, a_n$   $(1 \le a_i \le 10^9)$  — elements of array a.

It is guaranteed that the sum of values of n over all test cases does not exceed  $2 \cdot 10^5$ .

### Output

For each testcase output:

- "Bodya" if Bodya wins the game.
- "Sasha" if Sasha wins the game.
- "Draw" if the players have the same score.

### Example



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1 2
4 4
8 10 4 1
5 1 4 3 2 8 6 7
1 1 2 1 2 100 101 102
5 1 2 5
1 2 4 5 3
4 6 9 4 2
4 2 3 1
4 1 3 2
6 8 5 3
6 9 5 4
6 1 3 5 2 4
6 9 8 9 5 10
4 8 4 2
2 3 4 1
5 2 8 7
4 2 3 1
4 1 3 2
6 8 5 3
2 1000000000 1 2
1 2
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                                                                                Сору
output
Bodya
Sasha
Draw
Draw
Bodya
Sasha
Sasha
Sasha
Sasha
Bodya
```

### Note

Below you can find the explanation for the first testcase, where the game consists of  $k=2\,$  turns.

Turn	Bodya's position	Bodya's score	Bodya's move	Sasha's position	Sasha's score	Sasha's move
first	3	$0+a_3=0+5=5$	stays on the same position	2	$0+a_2=0+2=2$	moves to $p_2=1$
second	3	$5 + a_3 = 5 + 5 = 10$	stays on the same position	1	$2+a_1=2+7=9$	stays on the same position
final results	3	10		1	9	

As we may see, Bodya's score is greater, so he wins the game. It can be shown that Bodya always can win this game.

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