# 1253 – Misère Nim

Alice and Bob are playing game of **Misère Nim**. Misère Nim is a game playing on **k** piles of stones, each pile containing one or more stones. The players alternate turns and in each turn a player can select one of the piles and can remove as many stones from that pile unless the pile is empty. In each turn a player must remove at least one stone from any pile. Alice starts first. The player who removes the last stone **loses** the game.

## Input

Input starts with an integer **T (≤ 200)**, denoting the number of test cases.

Each case starts with a line containing an integer **k (1 ≤ k ≤ 100)**. The next line contains **k** space separated integers denoting the number of stones in each pile. The number of stones in a pile lies in the range **[1, $10^9$]**.

## Output

For each case, print the case number and **'Alice'** if Alice wins otherwise print **'Bob'**.

| Sample Input | Output for Sample Input |
|---|---|
| 3<br>4<br>2 3 4 5<br>5<br>1 1 2 4 10<br>1<br>1 | Case 1: Bob<br>Case 2: Alice<br>Case 3: Bob |