

B. 01 Game

time limit per test: 1 second
memory limit per test: 256 megabytes
input: standard input
output: standard output

Alice and Bob are playing a game.

Initially they have a binary string s consisting of only characters 0 and 1.

Alice and Bob make alternating moves: Alice makes the first move, Bob makes the second move, Alice makes the third one, and so on. During each move, the current player must choose two **different adjacent** characters of string s and delete them. For example, if $s = 1011001$ then the following moves are possible:

1. delete s_1 and s_2 : **1011001** \rightarrow **11001**;
2. delete s_2 and s_3 : **1011001** \rightarrow **11001**;
3. delete s_4 and s_5 : **1011001** \rightarrow **10101**;
4. delete s_6 and s_7 : **1011001** \rightarrow **10110**.

If a player can't make any move, they lose. Both players play optimally. You have to determine if Alice can win.

Input

First line contains one integer t ($1 \leq t \leq 1000$) — the number of test cases.

Only line of each test case contains one string s ($1 \leq |s| \leq 100$), consisting of only characters 0 and 1.

Output

For each test case print answer in the single line.

If Alice can win print DA (YES in Russian) in any register. Otherwise print NET (NO in Russian) in any register.

Example

input	Copy
3 01 1111 0011	
output	Copy
DA NET NET	

Note

In the first test case after Alice's move string s become empty and Bob can not make any move.

In the second test case Alice can not make any move initially.

In the third test case after Alice's move string s turn into 01. Then, after Bob's move string s become empty and Alice can not make any move.

Educational Codeforces Round 90 (Rated for Div. 2)

Finished

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