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Mega Tic-Tac-Toe





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Alexis is bored with regular Tic-Tac-Toe, played on a 3×3 board. She decides to invent Mega Tic-Tac-Toe, which has the following additional rules:

- The board is of size $n \times m$.
- Alexis is always the letter 0, and the other player is always the letter X.
- To win a game, there should be at least **k** consecutive cells containing the same symbol (i.e., either an X or an 0). Each group of **k** consecutive cells must be in the horizontal, vertical, or diagonal direction (i.e., you cannot mix and match a cluster of adjacent cells).

As the size of the board increases, it becomes more and more difficult to determine who wins each game of Mega Tic-Tac-Toe. Given the value of k and the layout of the board for g games of Mega Tic-Tac-Toe, print the winner of each game on a new line. If Alexis wins, print WIN; if she loses, print LOSE. If neither player wins, print NONE.

Note If both players have at least k consecutive cells, neither player wins.

Input Format

The first line contains an integer, g, denoting the number of games played. The subsequent lines describe each game as follows:

- 1. The first line contains three space-separated integers describing the respective values of n, m, and k for that game of Mega Tic-Tac-Toe.
- 2. Each of the *n* subsequent lines contains a string of *m* characters. Each character will be one of the following: an 0 (denoting a cell marked by Alexis), an X (denoting a cell marked by her opponent), or a (denoting an unmarked cell).

Constraints

- $1 \le g \le 4$
- $1 \le n, m \le 1000$
- $1 \le k \le 1000$
- There may not be a winner for every game.

Output Format

For each game board, print the WIN, LOSE, NONE according to the statement.

Sample Input

4 3 3 3 3 XOX XOX XXX 3 3 3 X-X 0-0 X-X 3 3 3 0-X XOO

XOO

3	3	3	
0	-X		
0	-X		
0.	- X		

Sample Output

LOSE NONE WIN NONE

Explanation

We must evaluate the following g = 4 games:

- 1. Alexis loses this game because there are k=3 consecutive X's in both the horizontal and vertical directions. Thus, we print LOSE on a new line.
- 2. Neither player has marked k=3 consecutive cells, so nobody wins and we print NONE on a new line.
- 3. Alexis wins this game because there are k=3 consecutive diagonal cells marked with 0. Thus, we print WIN on a new lne.
- 4. Because both players marked k=3 consecutive cells, neither can win. Thus, we print NONE on a new line.



