☆ Find the Winner!

Andrea and Maria each have an array of n integers, $andrea = [a_0, a_1, ..., a_{n-1}]$ and $maria = [m_0, m_1, ..., m_{n-1}]$, respectively. They decide to play the following game:

- At the beginning of the game, they decide if it's going to be an `Odd` game or an `Even` game.
- During each move:
  1. They choose an array index, i (where $0 \le i < n$), that satisfies both of the following conditions:
     - Index i was not chosen during any prior move.
     - For `Even` games, index i must be an even number; for `Odd` games, it must be odd.
  2. Andrea earns $a_i - m_i$ points.
  3. Maria earns $m_i - a_i$ points.
- Once all the indices have been chosen, the game ends and whoever has the most points wins.

Complete the *winner* function in the editor. It has the following parameters:

Name	Type	Description
`andrea`	`integer array`	An array of n integers denoting Andrea's array.
`maria`	`integer array`	An array of n integers denoting Maria's array.
`s`	`string`	The string `Odd` if the game is odd, or `Even` if the game is even.

The function must return a string denoting the outcome of the game. Return `Andrea` if Andrea won, or return `Maria` if Maria won; if their scores are tied, return `Tie` instead.

Input Format

The first line contains an integer, n, denoting the number of elements in *andrea*.
Each line i of the n subsequent lines (where $0 \le i < n$) contains an integer describing a_i.
The next line contains an integer, n, denoting the number of elements in *maria*.
Each line i of the n subsequent lines (where $0 \le i < n$) contains an integer describing m_i.
The next line contains string s.

Constraints

- $2 \le n \le 10^5$
- $1 \le a_i, m_i \le 10^3$, where $0 \le i < n$

Return a string denoting the outcome of the game. Return `Andrea` if Andrea won, or return `Maria` if Maria won; if their scores are tied, return `Tie` instead.

Sample Input 0

```
3
1
2
3
3
2
1
3
Even
```

Sample Output 0

```
Maria
```

Explanation 0

In this game, *andrea = [1, 2, 3]* and *maria = [2, 1, 3]*. Because *s =* `Even`, the only indices we can choose during moves are in the set *{0, 2}*. The game proceeds like so:

- When $i = 0$, Andrea gets $a_0 - m_0 = 1 - 2 = -1$ point and Maria gets $m_0 - a_0 = 2 - 1 = 1$ point.
- When $i = 2$, Andrea gets $a_2 - m_2 = 3 - 3 = 0$ points and Maria gets $m_2 - a_2 = 3 - 3 = 0$ points.

When we sum the total number of points earned by both players, Andrea has $-1 + 0 = -1$ point and Maria has $1 + 0 = 1$ point. Because Maria has the most points, we return `Maria` as the winner.

Sample Input 1

```
3
1
2
3
3
2
1
3
Odd
```

```
Andrea
```

Explanation 1

In this game, *andrea = [1, 2, 3]* and *maria = [2, 1, 3]*. Because *s =* ***Odd*** , the only indices we can choose during moves are in the set *{1}*. The game proceeds like so:

- When $i = 1$, Andrea gets $a_1 - m_1 = 2 - 1 = 1$ point and Maria gets $m_1 - a_1 = 1 - 2 = -1$ point.

When we sum the total number of points earned by both players, Andrea has *1* point and Maria has *-1* point. Because Andrea has the most points, we return `Andrea` as the winner.

YOUR ANSWER

We recommend you take a quick tour of our editor before you proceed.
The timer will pause up to 90 seconds for the tour. Start tour

Original code | Java 7

```
import ↔;

public class Solution {

/*
 * Complete the function below.
 */

    static String winner(int[] andrea, int[] maria, String s) {


    }


    public static void main(String[] args) throws IOException{↔
}
```

Run Code | Submit code & Continue

(You can submit any number of times)

Test against custom input

Download sample test cases *The input/output files have Unix line endings. Do not use Notepad to edit them on windows.*