**9. ChristMaths**

# Program Name: ChristMaths.java Input File: christmaths.dat

Sammy Klaws is finally finished giving all his presents to the good children, and he’s ready to call it a night. Sammy is feeling extra generous this Christmas, however, and decides to give all the children on the naughty list a second chance. He wants to see if the children have learned anything in their math classes, so he decides to give them basic arithmetic problems. Unfortunately, it turns out that Sammy dropped out of school a little too early in order to pursue the arts of gift giving and computer science, so he has no concept of order of operations. Instead, Sammy does each operation in the order that it is given to him. Given a mathematical expression and a child’s answer to the expression, determine whether Sammy will give them a present or not. Sammy will give the child a present if and only if the child’s answer to the expression is equal to what Sammy would have gotten. (Note: Sammy can use all 4 basic operators: +, -, \*, /. All division will be integer division.) All numbers in each mathematical expression will be single digits, although the answer may not be a single digit.

**Input**

The first line of input contains 1 integer n, the number of test cases to follow. The next n lines of input contain a mathematical expression and the child’s answer for the expression.

**Output**

Determine whether Santa will give the child a present. If Santa is willing to give the child a present, print out “Present for You”, and if he will not give the child a present, print out “Coal for You”.

**Example Input File**

3

3+5\*4–2 30

4-6\*2+2 -6

6/2+5-1 7

**Example Output to Screen**

Present for You

Coal for You

Present for You