Problem A. Battle in Two Pairs of Heroes

In the game of Warcraft, Alice has two heroes A_1 and A_2, and Bob has two heroes B_1 and B_2. The health points of A_1 and A_2 (resp. B_1 and B_2) are a_1 and a_2 (resp. b_1 and b_2) respectively. The heroes with positive health points are surviving, and the heroes with zero or negative health points are dead. The goal of the game is to kill both of the opponent's heroes.

Alice and Bob take turns to move. In Alice's turn, if A_1 (resp. A_2) is surviving, then A_1 (resp. A_2) can decrease B_1's health points by a_{11} (resp. a_{21}), or decrease B_2's health points by a_{12} (resp. a_{22}). If both A_1 and A_2 are surviving, then there are 4 possible actions in Alice's turn:

- Decrease B_1's health points by $a_{11} + a_{21}$;
- Decrease B_2's health points by $a_{12} + a_{22}$;
- Decrease B_1's health points by a_{11} and decrease B_2's health points by a_{22};
- Decrease B_1's health points by a_{21} and decrease B_2's health points by a_{12}.

Similarly, in Bob's turn, if B_1 (resp. B_2) is surviving, then B_1 (resp. B_2) can decrease A_1's health points by b_{11} (resp. b_{21}), or decrease A_2's health points by b_{12} (resp. b_{22}). If both B_1 and B_2 are surviving, then there are 4 possible actions in Bob's turn:

- Decrease A_1's health points by $b_{11} + b_{21}$;
- Decrease A_2's health points by $b_{12} + b_{22}$;
- Decrease A_1's health points by b_{11} and decrease A_2's health points by b_{22};
- Decrease A_1's health points by b_{21} and decrease A_2's health points by b_{12}.

Both player play optimally. Your task is to find out the winner of the game.

Input

The first line is the number of test cases up to 40.

For each test case, there is a line containing 12 integers $a_1, a_2, b_1, b_2, a_{11}, a_{12}, a_{21}, a_{22}, b_{11}, b_{12}, b_{21}$ and b_{22}. All the integers are positive and less than 100.

Output

For each test case, if Alice has a winning strategy even if Bob moves first, then output "Alice wins"; if Bob has a winning strategy even if Alice moves first, then output "Bob wins"; if the player who moves first has a winning strategy, then output "It depends".

Sample

3 3 3 3 8 1 2 2 1 2 1 1 2 4 10 10 4 1 2 2 1 2 1 1 2 5 12 12 5 2 1 1 2 1 2 2 1	It depends Alice wins Bob wins