

## Problem K. Pyramid Game

Input file: *standard input*  
Output file: *standard output*  
Time limit: 1 second  
Memory limit: 512 mebibytes

There are  $N$  piles of stones. The  $i$ -th (1-based) pile contains  $A_i$  stones.

Iori and Yayoi play a game with these piles. Iori takes the first turn, and they take turns alternately.

In each turn, the player can perform one of the following operations:

- Remove a stone from a pile.
- Remove one stone each from all the  $N$  piles. This operation is possible only when all piles contain at least one stone.

If a player can't perform any operations in her turn, she loses. Determine the winner of the game when they both play optimally.

### Input

$N$   
 $A_1 A_2 \dots A_N$

- $1 \leq N \leq 50$
- $1 \leq A_i \leq 50$

### Output

Print the name of the winner ("Iori" or "Yayoi") when they play optimally.

### Example

standard input	standard output
2 1 1	Iori
1 50	Yayoi

### Note

In Sample 1, Iori can take both stones in her first turn.