



8: Sinterklaas

Level: Medium

Time limit: 5 seconds

During the festive Sinterklaas season, children in the Netherlands engage in a traditional game called “Sinterklaas Shoe Lineup”. N shoes are placed in a line in front of the fireplace, with each shoe bearing a number from 1 to N . Sinterklaas will fill these shoes with treats overnight. The game for the children is to predict in which shoe Sinterklaas will start placing the treats. The rule is that Sinterklaas will not start with a shoe if it is adjacent to a shoe with a higher number on either side. Alice and Bob play this predictive game by taking turns removing shoes from the lineup, following the placement rule. The goal is to be the one who ‘removes’ the shoe labelled ‘1’, symbolizing the start of Sinterklaas’s treat placement. Assuming Alice starts the game and both children play optimally, who will correctly predict the starting shoe?

Input

The game starts with a line containing a single integer T , $1 \leq T \leq 100$, denoting the number of lineups to predict. Each lineup is introduced by a line with a single integer N , $1 \leq N \leq 100$, representing the number of shoes. The next line presents N unique integers, the numbers on the shoes in the order they’ve been placed from left to right.

Output

For each shoe lineup, print the name of the child who is predicted to correctly identify the starting shoe.

Sample input 1

```
3
3
2 3 1
6
2 5 1 6 4 3
6
3 4 6 1 5 2
```

Sample output 1

```
Bob
Alice
Alice
```