Tanya and Bobby love playing different games - Jackbox, Ring of fire and etc. Today, they decided to play a new game with a given string **S** of length of **N**. They alternate turns and the one who fails to make a move, loses. Tanya is a lady, and that is why she starts first.

At each turn, the player whose turn it is, has to choose a pair of numbers **(i, j)** such that **1 ≤ i < j ≤ N** and **S[i] = '1****'**. After this move **S[i]** becomes **'0'** and **S[j]** changes its value - if it was **'1'**, it becomes **'0'** and vice versa.

Write a program that determines who will win if you both Tanya and Bobby play optimally.

**Input**

The first line of the input file strgame.in contains the number *N* – the length of the string S. The second line contains the string *S* intself*.*

**Output**

The output file strgame.out should contain one line with the name of the winner in the game - „Tanya“ if she will win and „Bobby“ if he will be the winner if both play optimally.

**Constraints**

**Time limit: 1 sec**

**Memory limit: 256 MB**

**Examples**

|  |  |
| --- | --- |
| **Input (strgame.in)** | **Output (strgame.out)** |
| 7  1000001 | Tanya |
| 5  01110 | Bobby |