



3: Maximum probability

Level: Easy

Time limit: 0.2 seconds

Finlay and Erik have just invented a variation of Maxing, the often-played game in **via**. This version works using 3 dice rather than the normal 2, and the dice are not guaranteed to be identical. They are, however, all 6-sided.

The way the game works is as follows. First Finlay is allowed to pick one of the dice, and then Erik picks one of the remaining two. They then both roll their chosen die. The winner is the person who rolled a higher number. If they rolled the same number, they both re-roll their die. They are smart enough to realise if their chosen dice mean that neither of them can ever win. In that case, they don't waste their time re-rolling forever, and declare that neither of them won.

They're playing for an any-timer, so Finlay really doesn't want to lose. Can you help Finlay by picking a die that guarantees that he's at least as likely to win as he is to lose.

Input

The input consists of three lines for each of the three dice. Line i contains 6 positive integers $1 \leq x_j \leq 1000$, describing the sides of the i th die.

Output

Output the smallest $i \in \{1, 2, 3\}$, such that Finlay can pick die i and be guaranteed to win with probability at least $\frac{1}{2}$. If no such die exists, output "No dice".

Sample input 1

5 5 5 5 5 5
10 10 10 10 10 10
3 3 3 3 3 3

Sample input 2

3 9 3 11 9 11
12 7 5 5 7 12
6 6 10 10 8 8

Sample input 3

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

Sample input 4

200 200 200 200 200 200
15 250 50 200 25 75
200 200 200 200 200 200

Sample output 1

2

Sample output 2

No dice

Sample output 3

1

Sample output 4

No dice