4_字串遊戲 (String Game)

(15分)

時間限制: 1 second

記憶體限制: 256 MB

題目敘述

呱呱一號與呱呱二號想要來一場經典的字串遊戲,這個遊戲由兩個玩家輪流進行,每一次遊戲都會有一個字串s,每一個玩家的回合開始時都必須選擇三個正整數 $(i,j,k), 1 \le i < j < k \le |s|$ 滿足 s_i ="a", $s_j = s_k$ ="b"。

如果之前的某一回合已經選過這三個正整數了,那麼接下來的回合就不能再選擇這三個正整數,舉個例子來說如果 某一回合選擇了(1,2,4),那麼接下來就不能再選擇(1,2,4),但可以選擇(1,2,5)。

遊戲的結束條件為,如果某一回合該玩家無法選出三個滿足條件的正整數,則該玩家輸了這一場遊戲。

已知呱呱一號跟呱呱二號都會使用最佳策略來玩這場遊戲,請你設計一個程式,給定一個字串 s,並輸出如果呱呱一號是先手玩家,那麼誰會贏下這一場遊戲。

輸入格式

輸入一個字串s,意義如同題目敘述所述。

輸出格式

如果呱呱一號會贏下這一場遊戲則輸出 "DuckDuck 1",反之則輸出 "DuckDuck 2"(不含引號)。

資料範圍

- |s| < 100 •
- s 中只會有小寫字母。

測試範例

輸入範例 1

ytp

輸出範例 1

DuckDuck 2

輸入範例 2

abb

輸出範例 2

DuckDuck 1

輸入範例3

cabbabbc

輸出範例3

DuckDuck 1

範例說明

在範例三中,可以選擇的i, j, k有:

- (2,3,4)
- (2,3,7)
- (2,3,8)
- (2,4,7)
- (2,4,8)
- (2,7,8)
- (5,7,8)

共7組,因此呱呱一號獲得勝利。

4_String Game

(15 points)

Time Limit: 1 second

Memory Limit: 256 MB

Statement

DuckDuck No.1 and DuckDuck No.2 want to play a classic string game. The game is turn-based, and each game starts with a string s. At the beginning of each player's turn, they must choose three positive integers (i,j,k), where $1 \le i < j < k \le |s|$, and these integers must satisfy $s_i =$ "a", $s_j =$ "b", $s_k =$ "b".

If a set of these three integers has already been chosen in a previous turn, it cannot be selected again. For example, if (1, 2, 4) was chosen in one turn, it cannot be chosen again, but (1, 2, 5) could be.

The game ends when a player cannot select three integers that meet the criteria, and that player loses the game.

Given that both DuckDuck No.1 and DuckDuck No.2 will play optimally, design a program that, given a string s, outputs who would win the game if DuckDuck No.1 starts first.

Input Format

The first line contains a string s, which is as described above.

Output Format

Output "DuckDuck 1" if DuckDuck No.1 would win the game, otherwise output "DuckDuck 2" (without quotes).

Constraints

- |s| <= 100.
- ullet s only contains lowercase alphabets.

Test Cases

Input1

ytp

Output 1

DuckDuck 2

Input 2

abb

Output 2

DuckDuck 1

Input 3

cabbabbc

Output 3

DuckDuck 1

Illustrations

In example 3, we can choose following (i,j,k):

- (2,3,4)
- (2,3,7)
- (2,3,8)
- (2,4,7)
- (2,4,8)
- (2,7,8)
- (5,7,8)

There are 7 choices in total, hence DuckDuck No.1 will win the game.