

Problem 1

Alice and Bob are playing the following game. There is a group of n (non-empty) words (consisting of the 26 lower case English letters). Alice and Bob take turns forming a word together, which is initially empty. On their turn, the player will add a single letter at the end of the word formed so far, such that the resulting word is prefix of some word in the group of words. The player loses if they cannot make a move.

If both Alice and Bob play the game optimally (Alice making the first move), output the name of the player who wins the game.

- **Input:** Read the Input from the file `inp1.txt`. The first line contains a single integer n and the following n lines each contain a string of lower case English letters.
- **Constraints:** Total number of letters in the group of n words doesn't not exceed 10^5 .
- **Output:** Write the output to the file `out1.txt`.

Sample Input 1

2
ab
b

Sample Output 1

Alice

Explanation 1

If Alice chooses a then Bob can choose b and Alice loses. But Alice can choose b in the start and force a win.

Sample Input 2

3
aa
ba
bbb

Sample Output 2

Bob

Explanation 2

If Alice chooses a , Bob then picks a and wins. If Alice chooses b , Bob would pick a to win. So Bob has a winning strategy.