Unfair genie

Today, you found a magic lamp, presumably with a genie inside. Tradition would have it that he grants you three wishes, with the same three rules as in any other interaction, except you were unlucky enough to find the one genie who thinks "that's too easy"; He decided that you have to gamble for your wishes, but lets you choose the game. Recalling your experience with counting cards, you pick blackjack.

The rules are simple:

- Each card in a 52 card deck with 4 suits (heart, diamonds, clubs and spades) is assigned a point value, where aces are worth 11 points, number cards are worth the number on their front face, and Jack, Queens, Kings are worth 10 points.
- The dealer (here, the genie) starts by putting down one face up card. The score of that card is your starting score. You are then allowed to either hit (draw another card) and add the drawn card's score to yours by saying "VUCI" or stand (stop playing) by saying "DOSTA". You will automatically win when your score is 21, and automatically lose and stop playing once your score is above 21.
- If you haven't won or lost, the genie will then swap roles with you and start playing. He will also play until he is satisfied or his score is above 21. At this point, the winner will be whoever's score is closest to 21.

You remember reading in the "Illustrous guide to counting cards" (1993) that a good primitive strategy to win is to compare the amount of cards that would make you lose with the amount of cards that would get you closer to 21. Formally, if your score is S, you count the amount of cards whose score C satisfies S + C > 21, and compare it with the amount of cards whose score C satisfies S + C <= 21. If the amount of cards in the first category is greater than or equal to the amount of cards in the second category, you must stop. Otherwise, you deem it safe enough to keep playing.

However, you find it difficult to keep track of the count. The genie then granted you mercy and provided you with a computer, which you have decided to use in order to write a program.

Given a number N and a sequence (1 ≤ N ≤ 52), of N already drawn cards identified through their scores, Write an algorithm that will quickly determine if it is safe to draw a card or not.

Examples

Example 1

Input:

```
6
2
3
2
3
2
3
```

Output:

```
DOSTA
```

Example 2

Input:

```
1
10
```

Output:

```
VUCI
```

Example 3

Input:

```
2
5
6
```

Output:

```
VUCI
```

Explanation of first test case

Your score after drawing those 6 cards is 15. The difference between 15 and 21 is 6. The amount of cards that have score greater than 6 is 32 (4 aces, 4 kings, 4 queens, 4 jacks, 4 tens, 4 nines, 4 eights, 4 sevens), and the amount of cards that have score lesser than or equal to 6 is 14 (4 sixes, 4 fives, 4 fours, 1 three, 1 two). Since 32 >= 14, it's wise to stop drawing.