

# PW - A // Minecraftian Court of Law

Zhehai finally bought Minecraft and he has been playing it excessively. Anish knows that once Zhehai gets into a game, he doesn't stop, which is problematic. So, Anish decides to install a logging program onto Zhehai's laptop to track his activity.

A week later, Anish checks the logging program and finds out that Zhehai played a whopping 20 hours of Minecraft over the weekend. Having enough of Zhehai's antics, Anish decides to take this to civil court. During the trial, the plaintiff (Anish) brings up evidence of computer records and the game activity. However, Zhehai's lawyer Nithin brings up that Zhehai did not play at all, and that his friend Daniel was playing on his laptop during the weekend.

This case seems to be going well for Zhehai, but Anish has not given up hope! After cross-examining an acquaintance of Zhehai's, Anish finds out that Zhehai has a peculiar habit: He always wins one game, then loses 2 games right after. Apparently, this pattern repeats itself forever until Zhehai stops playing. Luckily, Anish's program has a detailed log of all the wins and losses in the Minecraft multiplayer game on Zhehai's laptop. Help Anish make a program to check if it really was Zhehai who wasted his life on the weekend.

## Input Specification:

The first line will contain the string  $S$ , a list of the wins and losses in the game.

## Output Specification:

Output Zhehai is guilty if the player is indeed him, and output Zhehai is pardoned if the player is not him.

## Sample Input:

```
WLLWLLWLLWLLW
```

## Sample Output:

```
Zhehai is guilty
```

## Sample Input:

```
WLWLLWLLW
```

## Sample Output:

```
Zhehai is pardoned
```