Problem B. Reverse Game

Input file:	standard input
Output file:	standard output
Time limit:	1 second
Memory limit:	256 megabytes

Alice and Bob are playing a turn-based game. The rules of the game are as follows:

1. At the beginning of the game some binary string s is chosen.
2. On his turn player has to choose some substring t of s, equal to one of `10`, `110`, `100`, `1010`. Then the player has to reverse t. For example, if $s =$ `010101`, the player can select substring $t =$ `1010` and reverse it, obtaining $s =$ `001011`
3. The player who can't make a move (who can't choose an appropriate substring t) loses.
4. The players cannot skip a turn.

Which player has the winning strategy, if Alice moves first?

A string a is a substring of a string b if a can be obtained from b by deletion of several (possibly, zero or all) characters from the beginning and several (possibly, zero or all) characters from the end.

Input

The only line of the input contains a binary string s ($1 \le |s| \le 10^6$) — the string with which Alice and Bob play.

Output

If Alice wins, output `Alice`. Otherwise, output `Bob`.

Examples

standard input	standard output
010	Alice
1111	Bob
1010	Bob
1010001011001	Alice

Note

In the first sample, Alice can choose substring `10` of `010` and reverse it, obtaining string `001`. Bob can't make any move with this string, and loses.

In the second sample, Alice can't make a single move and loses.