An Animal Contest 7 P1 - Squirrnect 4

Time limit: 1.0s   **Memory limit:** 256M

> Andrew was playing Connect 4 with his friend Julian when a squirrel came up and challenged him to a duel.
> Secretly, it was on an information gathering mission to see how Earth's strategists fared against squirrel intellect. If
> Andrew lost, the squirrel nation would deem Earth a suitable place to invade. It turns out that squirrels are not
> actually native to Earth and are not as nice as they seem ...

Squirrel Connect 4, or *Squirrnect 4*, is slightly different compared to the conventional version of Connect 4: The board is customizable and can have any positive integer width w and height h. Unfortunately, certain dimensions for the board are bad, since they would cause any games played on it to be a tie, regardless of how the two players move. This would hinder Andrew's goal of winning, so before they play each of t matches, Andrew will tell you the dimensions of the board, and you must tell him whether or not it is bad.

▶ Connect 4 explanation

Constraints

$1 \leq t \leq 2 \times 10^5$

$1 \leq w, h \leq 10^9$

Input Specification

The first line will contain a single integer t.

The next t lines will contain two space-separated integers w and h.

Output Specification

Output t lines. On each line, output ⌞bad⌟ if the corresponding board dimensions are bad; otherwise, output ⌞good⌟.

Sample Input

```
5
1 1
22 13
3 3
7 1
2 4
```

Sample Output

bad

good

bad

good

good