GlobeX Cup '18 J2 - Mark Gambling

Time limit: 1.0s   **Memory limit:** 64M

After Winnie's math teacher watched an anime about gambling, she decided to spice up the marking system in the class. At the end of the year, students can either take the average of their marks, or one mark randomly selected from the evaluations they had. Winnie will take the one random mark as her final mark if it has above a 50% chance to be higher than her normal mark, otherwise, she will take the average of her marks as her final mark. Assume all evaluations have the same weight in this question (they all contribute equally to her final mark).

Input Specification

The first line will contain a single integer N $(1 \leq N \leq 10^5)$, the number of assessments Winnie had.

The next line will contain N integers x_i $(0 \leq x_i \leq 100)$, the mark Winnie got on each evaluation as a percentage.

Output Specification

Output `Winnie should take the risk` if Winnie should take the one random mark as her final mark, or `That's too risky` If she should take her average mark instead.

Constraints

Subtask 1 [30%]

$N \leq 10^3$

Subtask 2 [70%]

No additional constraints.

Sample Input

```
3
0 100 100
```

Sample Output

```
Winnie should take the risk
```

Explanation For Sample

Winnie has a $66.\overline{6}\%$ average. If she takes a random mark, she has a $\frac{2}{3}$ chance to get a mark higher than her average (one of the 100%s). Therefore Winnie should take the risk and choose a random assessment as her final mark.