

## Instructions for the Candidates:

- (1) Go to the **Link** provided to you before the exam.
- (2) Please **Logout** in case the previous candidate has not logged out.
- (3) Read all the **Instructions** given at the end of the page.
- (4) Click on '**Proceed to Test**' on the homepage and select '**Sign Up**', email verification is **Mandatory**.
- (5) Provide all the **Mandatory** details and upload your C.V (**Optional**).
- (6) After answering all the questions, click on '**Finish Test**' on the top right-hand side of the page.

**(NOTE: Once you start the test, you cannot go back to review your answers again).**

- (7) For the coding questions you should **Compile** and **Run** your codes in any of the **8 Languages** available on the same tab. To change your coding language, click on the '**Drop Down**' which is set to **JAVA (1.7)** by default.

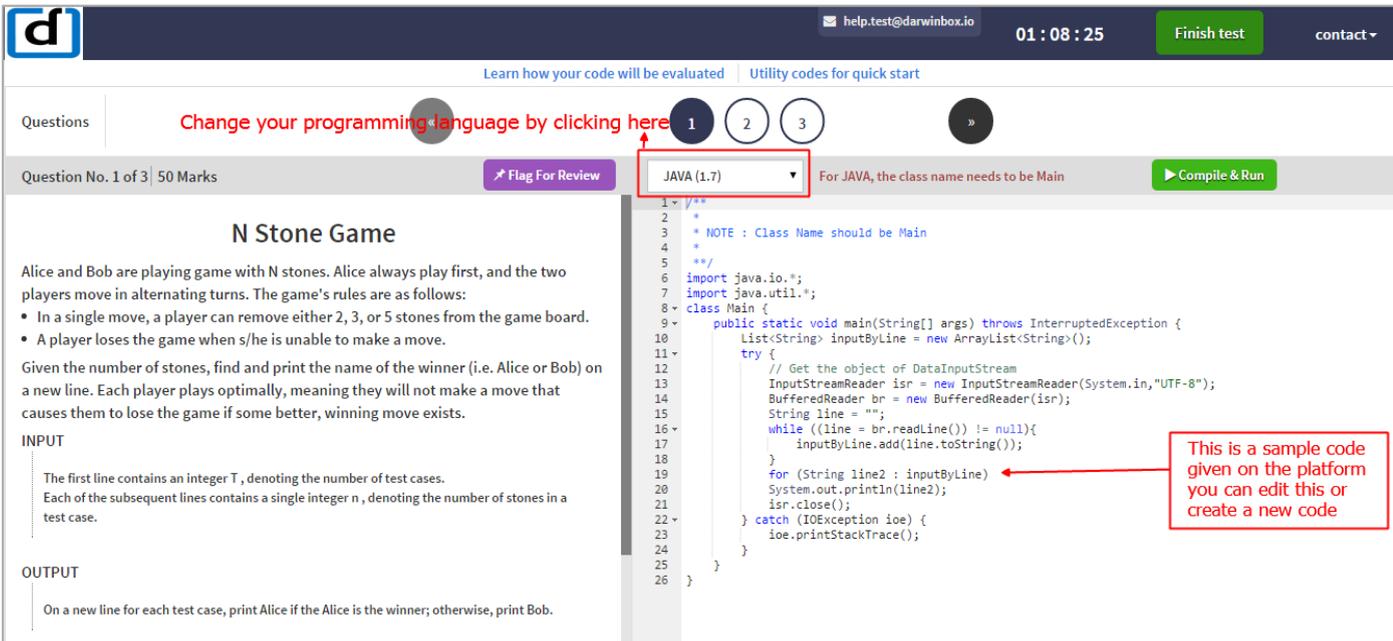
**(NOTE: You can write your code in the software available on the system and then paste it here).**

- (8) Click on '**Finish Test**' to complete the test.
- (9) Give a **Feedback** on the test experience and click on '**Submit and Logout**' to end the test.

**(NOTE: Click only on 'Submit and Logout' to complete the test).**

- (10) The **Test pattern, Duration & Commencement Time** are provided to you by your respective campus placement officer and in the instructions before the test commences.

**\*NOTE: Here is a Sample Question to give you an idea on the level of difficulty you would be tested upon.**



The screenshot shows the Darwinbox coding interface. At the top, there is a header with the Darwinbox logo, a contact email (help.test@darwinbox.io), a timer (01:08:25), and a 'Finish test' button. Below the header, there are navigation tabs for 'Questions', 'Learn how your code will be evaluated', and 'Utility codes for quick start'. The main area displays a question titled 'N Stone Game' with its rules and input/output requirements. To the right of the question, there is a code editor with a dropdown menu set to 'JAVA (1.7)'. A red box highlights the dropdown menu, and a red arrow points to it with the text 'Change your programming language by clicking here'. The code editor contains a sample Java code solution for the 'N Stone Game' problem. A red box highlights the code, and a red arrow points to it with the text 'This is a sample code given on the platform you can edit this or create a new code'.

**Change your programming language by clicking here**

**For JAVA, the class name needs to be Main**

**Compile & Run**

### N Stone Game

Alice and Bob are playing game with N stones. Alice always play first, and the two players move in alternating turns. The game's rules are as follows:

- In a single move, a player can remove either 2, 3, or 5 stones from the game board.
- A player loses the game when s/he is unable to make a move.

Given the number of stones, find and print the name of the winner (i.e. Alice or Bob) on a new line. Each player plays optimally, meaning they will not make a move that causes them to lose the game if some better, winning move exists.

**INPUT**

The first line contains an integer T, denoting the number of test cases.  
Each of the subsequent lines contains a single integer n, denoting the number of stones in a test case.

**OUTPUT**

On a new line for each test case, print Alice if the Alice is the winner; otherwise, print Bob.

```

1- /**
2-  *
3-  * NOTE : Class Name should be Main
4-  */
5- **/
6- import java.io.*;
7- import java.util.*;
8- class Main {
9-     public static void main(String[] args) throws InterruptedException {
10-         List<String> inputByLine = new ArrayList<String>();
11-         try {
12-             // Get the object of DataInputStream
13-             InputStreamReader isr = new InputStreamReader(System.in,"UTF-8");
14-             BufferedReader br = new BufferedReader(isr);
15-             String line = "";
16-             while ((line = br.readLine()) != null){
17-                 inputByLine.add(line.toString());
18-             }
19-             for (String line2 : inputByLine)
20-                 System.out.println(line2);
21-             isr.close();
22-         } catch (IOException ioe) {
23-             ioe.printStackTrace();
24-         }
25-     }
26- }

```

**This is a sample code given on the platform you can edit this or create a new code**