

Birdman of Waikiki

Filename: BIRDMAN

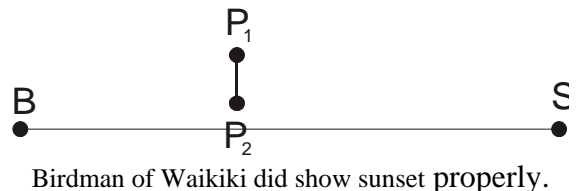
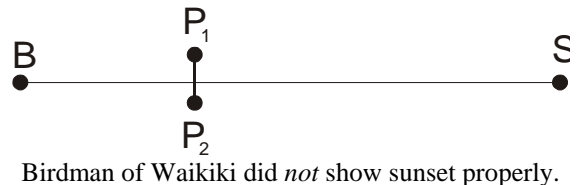
On Waikiki Beach in Hawaii, there is a fellow known as the “Birdman of Waikiki.” He collects money for various charities by taking photographs of you posing with his birds and then asking for donations. A popular time for this is at sunset (Hawaii has some spectacular sunsets). Unfortunately, the Birdman of Waikiki makes the amateur mistake of framing the shot with you in the foreground blocking the sunset in the background. He needs a program to help him.

The Problem:

Given the location of the sunset, the location of the Birdman of Waikiki, and a description of you, determine whether the Birdman of Waikiki is showing the sunset in the picture or not. The sunset and the Birdman of Waikiki will each be represented as 2-D points. A line segment will represent you (you’re awfully thin, after all) and will be specified by two 2-D points. The Birdman of Waikiki is properly showing the sunset if you do not obstruct the path from him to the sunset in any way (in other words, no point along the line segment describing you inclusive of the end points blocks the segment from the Birdman of Waikiki to the sun).

The Input:

The first line will contain a single integer, n , representing the number of photographs to check. For each n , there will be a line with four integer pairs. The first integer pair will be a point, B , and is the (x,y) location of the Birdman of Waikiki. The second integer pair will be a point, S , and is the (x,y) location of the sunset. The third and fourth integer pairs, points P_1 and P_2 , will be the (x,y) locations of the ends of the segment that describe you.



The Output:

For each photograph, output on a new line either “Good picture, Birdman!” if the sunset can be seen or “Move to the left or right!” if it cannot.

Sample Input:

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2
5 0 5 100 3 2 7 2
1 2 5 1 5 2 5 4
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Sample Output:

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Move to the left or right!
Good picture, Birdman!
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