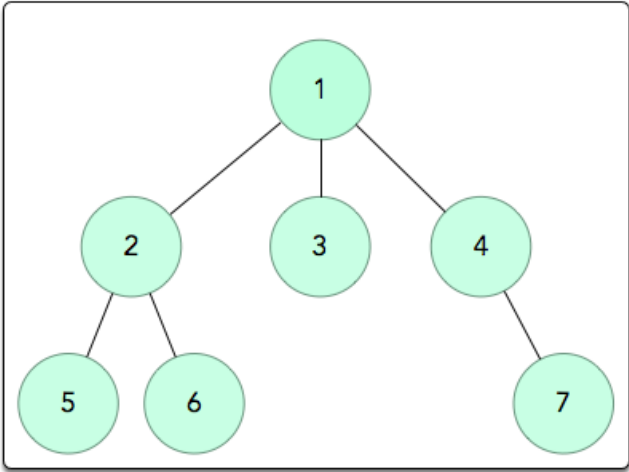


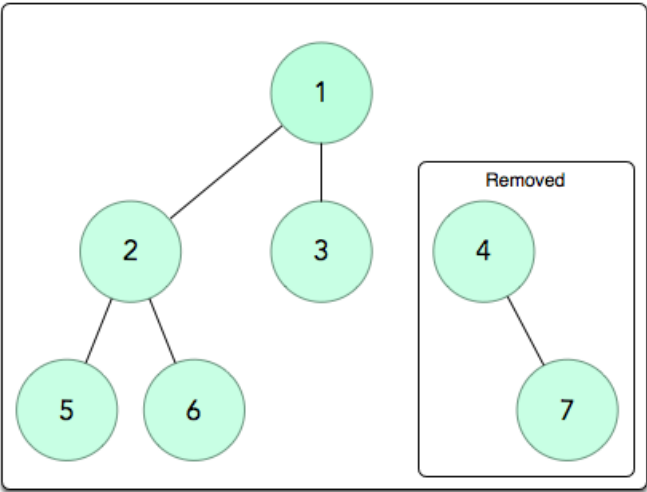
Alice and Bob are playing a game with a rooted tree. The tree has  $N$  vertices and the first node, **1**, is always the root. Here are the basic rules:

- 1. They move in alternating turns, and both players always move optimally.
- 2. During each move, a player removes an edge from the tree, disconnecting one of its leaves or branches. The leaf or branch that was disconnected from the rooted tree is removed from the game.
- 3. The first player to be unable to make a move loses the game.
- 4. Alice always makes the first move.

For example, the diagram below shows a tree of size  $n = 7$ , where the root is node **1**:



Now, if a player removes the edge between **1** and **4**, then nodes **4** and **7** become disconnected from the root and are removed from the game:



Given the structure of the tree, determine and print the winner of the game. If Alice wins, print **Alice**; otherwise print **Bob**.

**Input Format**

The first line contains a single integer,  $T$ , denoting the number of test cases.

For each test case, the first line contains an integer,  $N$ , denoting the number of nodes in the tree.

Each of the  $N - 1$  subsequent lines contains  $2$  space-separated integers,  $u$  and  $v$ , defining an edge connecting nodes  $u$  and  $v$ .

### Constraints

- $1 \leq T \leq 100$
- $1 \leq N \leq 500$
- $1 \leq u, v \leq N$

### Output Format

For each test case, print the name of the winner (i.e., **Alice** or **Bob**) on a new line.

### Sample Input

```
1
5
1 2
3 1
3 4
4 5
```

### Sample Output

```
Alice
```

### Explanation

*Test Case 0:*

Alice removes the edge connecting node **3** to node **4**, effectively *trimming* nodes **4** and **5** from the tree. Now the only remaining edges are **1**  $\leftrightarrow$  **2** and **1**  $\leftrightarrow$  **3**. Because Bob can't remove both of them, Alice will make the last possible move. Because the last player to move wins, we print **Alice** on a new line.