

Introduction to Nim Game

Nim is the most famous two-player algorithm game. The basic rules for this game are as follows:

- The game starts with a number of piles of stones. The number of stones in each pile may not be equal.
- The players alternately pick up **1** or more stones from **1** pile
- The player to remove the last stone wins.

For example, there are $n = 3$ piles of stones having $pile = [3, 2, 4]$ stones in them. Play may proceed as follows:

Player	Takes	Leaving
		pile=[3,2,4]
1	2 from pile[1]	pile=[3,4]
2	2 from pile[1]	pile=[3,2]
1	1 from pile[0]	pile=[2,2]
2	1 from pile[0]	pile=[1,2]
1	1 from pile[1]	pile=[1,1]
2	1 from pile[0]	pile=[0,1]
1	1 from pile[1]	WIN

Given the value of n and the number of stones in each pile, determine the game's winner if both players play optimally.

Function Description

Complete the `nimGame` function in the editor below. It should return a string, either `First` or `Second`.

`nimGame` has the following parameter(s):

- $pile$: an integer array that represents the number of stones in each pile

Input Format

The first line contains an integer, g , denoting the number of games they play.

Each of the next g pairs of lines is as follows:

1. The first line contains an integer n , the number of piles.
2. The next line contains n space-separated integers $pile[i]$, the number of stones in each pile.

Constraints

- $1 \leq g \leq 100$
- $1 \leq n \leq 100$
- $0 \leq s_i \leq 100$

- Player 1 always goes first.

Output Format

For each game, print the name of the winner on a new line (i.e., either `First` or `Second`).

Sample Input

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

Sample Output

```
Second
First
```

Explanation

In the first case, there are $n = 2$ piles of $pile = [1, 1]$ stones. Player 1 has to remove one pile on the first move. Player 2 removes the second for a win.

In the second case, there are $n = 3$ piles of $pile = [2, 1, 4]$ stones. If player 1 removes any one pile, player 2 can remove all but one of another pile and force a win. If player 1 removes less than a pile, in any case, player 2 can force a win as well, given optimal play.