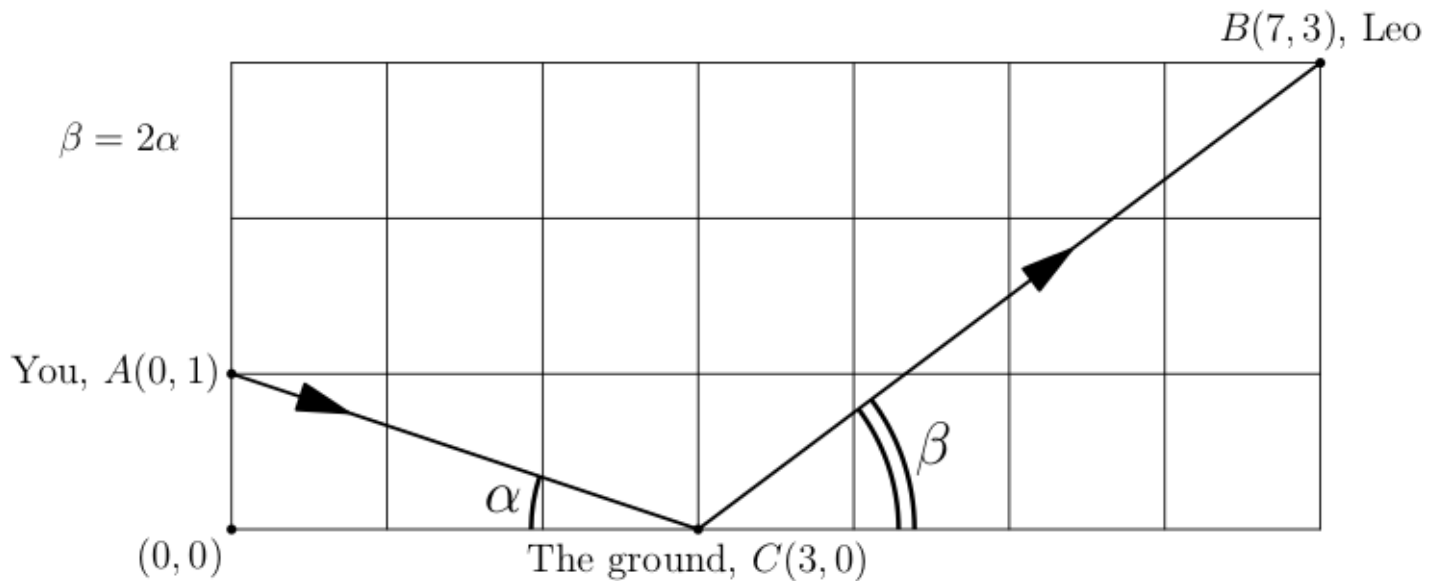


# The return of the Cake

It is well known that, in byteland, when you throw a cake, the angle of reflexion is not the angle of incidence. Measured from the ground, the angle is the double, in byteland!



You stand at point  $A(0, z)$ , and you want to throw a cake in Leo's face. Leo stands at  $B(x, y)$  and is a very dangerous man, so you decide to use the ground in order to make your cake rebound.

Your shot is precise only if you can use an integer value  $t$  in the interval  $[0, x]$ , in order to reflect on  $C(t, 0)$ . Sometimes it's possible, sometimes not!

## Input

The input begins with the number  $T$  of test cases in a single line. In each of the next  $T$  lines there are three integers  $x, y$  and  $z$ , explaining the locations : you  $A(0, z)$ , Leo  $B(x, y)$ .

## Output

For each test case, find and print the only integer  $t$  such  $0 \leq t \leq x$ , that allow this perfect shot. If it's not possible, output "Not this time."

## Example

**Input:**

```
3
5 4 1
6 5 2
7 3 1
```

**Output:**

```
2
Not this time.
3
```

Comment : the last case is the one illustrated above.

## Constraints

$1 < T < 100\,000$   
 $0 < x < 1\,000\,000\,000$   
 $0 < y < 1\,000\,000\,000$   
 $0 < z < 1\,000\,000\,000$

Edit(2017-02-11) : New time limit (after compiler changes).