Create a program that models 2 vehicles (a **Car** and a **Truck**) and simulates **driving** and **refueling**them.

**Car** and **truck** both have **fuel quantity**, **fuel consumption** **in liters** **per km**, and can be **driven a given distance** and **refueled with a given amount of fuel.** It's summer, so both vehicles use air conditioners and their **fuel consumption** per km is **increased** by **0.9** liters for the **car** and with **1.6** liters for the **truck**. Also, the **truck** has a tiny hole in its tank and when it’s **refueled** it keeps only **95%** of the given **fuel**. The **car** has no problems and adds **all the given fuel to its tank.**If a vehicle cannot travel the given distance, its fuel does not change.

### Input

* On the first line – information about the car in the format: "Car {fuel quantity} {liters per km}"
* On the second line – info about the truck in the format: "Truck {fuel quantity} {liters per km}"
* On the third line – the number of commands N that will be given on the next N lines
* On the next N lines – commands in the format:
* "Drive Car {distance}"
* "Drive Truck {distance}"
* "Refuel Car {liters}"
* "Refuel Truck {liters}"

### Output

* After each Drive command, if there was enough fuel, print on the console a message in the format:
* "Car/Truck travelled {distance} km"
* If there was not enough fuel, print: "Car/Truck needs refueling"
* After the End command, print the remaining fuel for both the car and the truck, rounded to 2 digits after the floating point in the format:
* **"Car: {liters}"**
* **"Truck: {liters}"**

### Examples

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| **Input** | **Output** |
| Car 15 0.3  Truck 100 0.9  4  Drive Car 9  Drive Car 30  Refuel Car 50  Drive Truck 10 | Car travelled 9 km  Car needs refueling  Truck travelled 10 km  Car: 54.20  Truck: 75.00 |
| Car 30.4 0.4  Truck 99.34 0.9  5  Drive Car 500  Drive Car 13.5  Refuel Truck 10.300  Drive Truck 56.2  Refuel Car 100.2 | Car needs refueling  Car travelled 13.5 km  Truck needs refueling  Car: 113.05  Truck: 109.13 |