Problem 2. Weaponsmith

You are a legendary weaponsmith. Heroes from all over the world come to you for the greatest weapons so they can rid the world of the greatest threats. In order for you to craft a weapon you need to assemble its name from "name particles".

You will receive a line with *name* **particles**, separated by "**|**", representing parts of the **name** of a **weapon**. The particles will be in **mixed** order. You will **align** the name through the commands that you receive on the following **lines,** until you receive the "**Done**" command. The *commands* will come the form of strings, separated by a **space**. There are **five supported commands:**

- **"Move Left {index}":**
  - Moves the value at **{index}** position to the **Left,** the value that already exists at that position is then moved to the right, if the **index exists** and the move **is possible.**
    - (ex: Move Left 2, will swap the item at index 2 with the item at index 1)
  - If movement is not possible, **do nothing.**
- **"Move Right {index}":**
  - Moves the value at **{index}** position to the **Right,** the value that already exists at that position is then moved to the left, if the **index exists** and the move **is possible.**
  - If movement is not possible, **do nothing.**
- **"Check Even":**
  - **Print** the elements at **even** index positions, **separated by a single space**.
- **"Check Odd":**
  - **Print** the elements at **odd** index positions, **separated by a single space**.

After the "**Done**" command, the weapon name is considered **correct** and you should **print the particles** in their current order **joined together** in the following format**:** "**You crafted {WeaponName}!**"

Input

- On the **first line**, you will receive **parts** of the given weapon name in a **mixed** order **separated** by "**|**".
- On the **next lines**, until the **"Done"** command, you will receive **commands** in the **format described** above.

Output

- Print the needed output upon the **"Done"** command as a string.
- Output should be in the format "**You crafted {Weapon name}!**"

Examples

Input	Output

[`ha|Do|mm|om|er`, `Move Right 0`, `Move Left 3`, `Check Odd`, `Move Left 2`, `Move Left 10`, `Move Left 0`, `Done`]	ha mm You crafted Doomhammer!

Comments
First, we receive the **"Move Right 0"** command, so we move **"ha"** one position to the right and we get **"Do ha mm om as er"**. Then we receive **"Move Left 3"** -> **"Do ha om mm er"** Checking the current state of the array on odd index positons.   **"Move Left 2"** -> **"Do om ha mm er"** Invalid index, so we **do nothing** We can't move the value at zero position to the left, so we **do nothing** Lastly, we have to **print** the collection as one word, so our output is: "**You crafted {Weapon name}!**"

[`ri|As|er|hb|ng`, `Move Left 1`, `Move Right 2`, `Move Right 3`, `Move Left 2`, `Done`]	You crafted Ashbringer!

Follow us:

KINGSLAND UNIVERSITY