X Automatic hangman

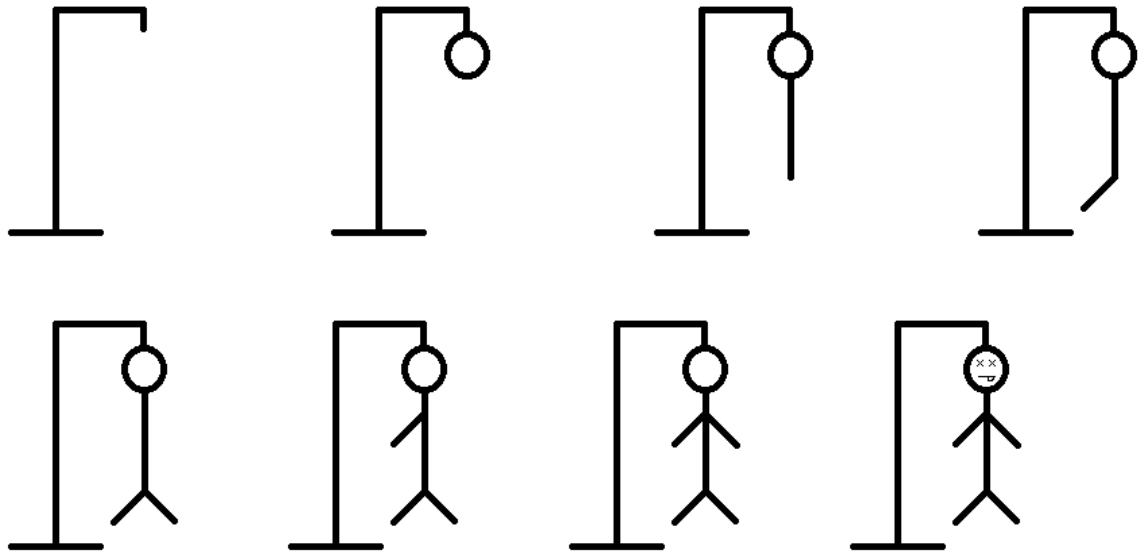
X points

Introduction

For sure you have played the classic Hangman game. It's an ideal game to play with low resources, you can play with just a paper and a pencil. It's easy to learn how to play, every game don't take more than 3 minutes, and it can be very funny!

So, what we want to do is an Automatic hangman application that simulates games.

The rules are simple: There is a hidden word to guess, and the player has to say letters that he thinks it would be on the hidden word. If he misses a letter, he loses a live. For this simulation, the player has 7 lives, corresponding to this game states: - Every time he misses a word, he loses 1 live. From 7, 6, ..., to 0 (Lives can't be a negative number!)



Input

The input consists of:

- The first line defines the word to guess in capital letters. This word must contain at least one letter to guess.
- The second line is the sequence of letters that represents the player tries. Letters can be repeated, so, if player repeats a wrong letter, he will lose another live. If says a correct letter twice or more, nothing changes.

Output

The output consists of:

- The initial hidden word, expressed in "_".
- The final hidden word, where correct letters are shown.
- A final game status message:

STATUS	MESSAGE
Word completely guessed	Player wins!
Word not guessed completely, but player still has lives	Word not completed and player is still alive.
The player lost all lives	Player loses.

- Number of lives when the game ends, expressed like: Lives: numberOfLives

Example 1

Input

```
HELLO
HELO
```

Output

```
_____
HELLO
Player wins!
Lives: 7
```

Example 2

Input

```
HELLO
OXEXX
```

Output

```
_____
_E__O
Word not completed and player is still alive.
Lives: 4
```

Example 3

Input

```
HELLO
ABCDEFGHI
```

Output

```
_____
HE___
Player loses.
Lives: 0
```