2459 - Not Repeating Word Game

Description

Three kids are bored and deside to play a game of word composition in which each player writes down a list of words. After the time expires the scores are calculated using the following rules. Each player gains 3 points for each unique word that only he has, 2 points for each word that is shared with exactly one other player, and 1 point for each word that is shared with both of the other players.

Input specification

Several test cases (but no more than **60**), and for each one:

• You will be given in a line for each player the word list of **playerA**, **playerB** and **playerC** respectively. A line will contain at most **50** words and a word is at most **20** characters long and composed by lowercase letters *('a'-'z')*. The words of one player can be preceded, separated, or followed, by any number of white spaces... but a line will contain at most **1250** characters.
There is a blank line, between test cases. You can safely assume that no word is repeated (appears twice, or more) in any of the three lists.

Output specification

You should print in a line for each test case the scores of **playerA**, **playerB** and **playerC** in the form "*scoreA/scoreB/scoreC*" (quotes for clarity).

Sample input

```
mouse
cat pig
dog cat

dog mouse
dog pig
dog cat
```

Sample output

```
3/5/5
4/4/4
```

Hint(s)

Source	Jorge Fuentes
Added by	**ymondelo20**
Addition date	2013-06-07
Time limit (ms)	3000
Test limit (ms)	1500
Memory limit (kb)	130000
Output limit (mb)	64
Size limit (bytes)	15000
Enabled languages	Bash C C# C++ Java Pascal Perl PHP Python Ruby Text