## Andrey and Billiard

Andrey is the guy who gives us food and drinks at the game bar. He likes to play **billiard**. Since you are nice guy you want to help him play more of his favorite game. You decide to create a program which will help him to take orders faster and generate billing information.

First you will receive an integer - the **amount** of entities with prices (separated by “-”). Then you will receive a **list** of **clients**. For every customer, you will receive **what** to buy and **how much**. When you receive the command “end of clients” you should **display information** about every **client** as described below. After that, print how much total money were **spent** while Andrey was playing billiard.

### Constraints

* If an entity is added more than once you should **override** the **previous price**.
* If a buyer tries to buy an entity that **does not exist** - you should **ignore** that line.
* Buyers should be **ordered** by their **name** in **ascending order**.
* All **floating-point** digits must be rounded to **2 digits** after the decimal separator.
* In the end, **every** buyer’s respective **bill** should be **summed**.
* The **quantities** will be **integers**. The **prices** will be **floating-point** numbers.

### Examples

|  |  |  |
| --- | --- | --- |
| **Input** | **Output** | **Comments** |
| 4  Cola-1.25  Sandwich-2.30  Bira-0.01  Bira-2  Toshko-Bira,3  Mira-Sandwich,1  Marto-Kola,2  end of clients | Mira  -- Sandwich - 1  Bill: 2.30  Toshko  -- Bira - 3  Bill: 6.00  Total bill: 8.30 | Bira's price **is** **overwritten**.  Since there is no entity named "Kola"- we should **ignore** that line. |