# Problem 1 – Gandalf`s Stash

### Gandalf the Gray is a great wizard but he also loves to eat. When he is hungry he gets angry. These are some of Gandalf's favorite types of food:

### Cram: 2 points of happiness;

### Lembas: 3 points of happiness;

### Apple: 1 point of happiness;

### Melon: 1 point of happiness;

### HoneyCake: 5 points of happiness;

### Mushrooms: -10 points of happiness;

### Everything else: -1 point of happiness;

### Gandalf moods are:

### Angry - below -5 points of happiness;

### Sad - from -5 to 0 points of happiness;

### Happy - from 0 to 15 points of happiness;

### Special JavaScript mood - when happiness points are more than 15;

### Input

The input comes from the console. It will holds two lines: first - Gandalf`s first mood.

On the second line will be described the foods that Gandalf will eat, separated with different symbols or whitespace(s). Comparing the input is **case-insensitive**. The input data will always be valid and in the format described. There is no need to check it explicitly.

### Output

Print on the console Gandalf`s happiness points and mood after he drinks his beers.

### Constraints

* The characters in the input string will be no more than: **1000.**
* The food count would be in the range **[1…100]**.
* Time limit: 0.3 sec. Memory limit: 16 MB.

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| -10  Cram, banica,Melon!\_,HonEyCake, !HoneYCake,hoNeyCake\_; | 7  Happy |
| -30  gosho, pesho, meze, Melon, HoneyCake@; | -27  Angry |
| -3  HoneyCake honeyCake honeyCake HoneyCakE HoneYCake HonEyCake HoneyCake HoneyCake HoneyCake HoNeyCake | 47  Special JavaScript mood |
| -2  mELon, AMelon, beer,cRam, nacepin | -2  Sad |