**Message Translator**

Create a program, that **checks** if **inputs** have a **valid command and message** and **encrypt** it. You will receive **n** count of messages. For each message check if it’s valid.

A message is **valid** when:

* The command is **surrounded by** '**!**', **start** with a **uppercase** letter, **followed** **only** by **lowercase** letters.
* The command Is **mininum 3 characters long**
* There is a **colon** after the command.
* There is message **consisting of alphabetical** **letters** between '**[**' and '**]**'.
* It has to be **minimum 8** characters long.

**Example for a valid message:**

**"!Send!:[IvanisHere]"**

You must **check** if the **message** is **valid** and if it **is** - **encrypt** it, if it **isn’t** - **print** the following **message**:

**"The message is invalid"**

**Encrypting** a **message** means to **take** **all** **letters** from the message and **turn** them **into** **ASCII** **numbers**. After successful encrypt, print it in the following format:

**{command}: {number1} {number2} {number3} (…)**

**Note: Encrypt only the text in the message. If you have "[Ivan is Here]", the part that you need to encrypt is "Ivan is Here".**

**Input**

* You receive a line - **input** that you have to **check** if it has a **valid** **message**.

**Output**

* Print the **result** in **format** described above.

**Examples**

|  |  |
| --- | --- |
| **Input** | **Output** |
| 2  !Send!:[IvanisHere]  \*Time@:[Itis5amAlready] | Send: 73 118 97 110 105 115 72 101 114 101  The message is invalid |
| 3  go:[outside]  !drive!:YourCarToACarWash  !Watch!:[LordofTheRings] | The message is invalid  The message is invalid  Watch: 76 111 114 100 111 102 84 104 101 82 105 110 103 115 |