Peter owns a zoo for exotic animals, but he is having difficulties keeping track of the animals' food and feeding schedule. He needs your help to facilitate the process.

Create a program that organizes the daily feeding of the animals at the zoo. You need to keep information about animals, their daily food limit, and the areas they live in. You will be receiving lines with commands until you receive the "EndDay" message. There are two possible commands:

- "Add: {animal_name}-{needed_food_quantity}-{area}":
 - Add the animal and the quantity of needed food to your records. It is guaranteed that the names of the animals are unique, and there will never be animals with the same name.
 - o If the animal already exists, just increase the value of its needed food with the given one.
 - You should keep track of the animal living in each area.
- "Feed: {animalName}-{food}":
 - If the animal exists, reduce its quantity of needed food with the given food for feeding.
 - If the animal does not exist, ignore the command.
 If its limit reaches 0 or less, the animal is considered successfully fed, and you need to remove it from
 - your records and print the following message:

 "{animalName} was successfully fed"

You need to know the number of hungry animals there are left in each area. If an animal has a daily food limit above 0, it is considered hungry.

In the end, you should print each animal with its quantity of needed food in the following format:

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"Animals:"
" {animal_name} -> {needed_food_quantity}g"
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" {animal_name} -> {needed_food_quantity}g"

Afterward, print only the areas with hungry animals in the following format:

"Areas with hungry animals:"

" {area_name}: {number_of_hungry_animals}"

" {area_name}: {number_of_hungry_animals}"

Input / Constraints

- · You will be receiving lines until you receive the "EndDay" command.
- . The food comes in grams and is an integer number in the range [1...100000].
- The input will always be valid.
- There will never be a case in which an animal is in two or more areas at the same time.

Output

- · Print the appropriate message after the "Feed" command if an animal is fed.
- · Print the animals with their quantity of needed food in the format described above.
- Print the areas with the number of hungry animals in them in the format described above.

Examples

Input	Output
Add: Adam-4500-ByTheCreek	Animals:
Add: Maya-7600-WaterfallArea	Adam -> 4500g
Add: Maya-1230-WaterfallArea	Maya -> 8830g
Feed: Jamie-2000	Areas with hungry animals:
EndDay	ByTheCreek: 1
	WaterfallArea: 1
Add: Jamie-600-WaterfallArea	Jamie was successfully fed
Add: Maya-6570-WaterfallArea	Adam was successfully fed
Add: Adam-4500-ByTheCreek	Animals:
Add: Bobbie-6570-WaterfallArea	Maya -> 6570g
Feed: Jamie-2000	Bobbie -> 6570g
Feed: Adam-2000	Areas with hungry animals:
Feed: Adam-2500	WaterfallArea: 2
EndDay	
A L L D	6 11 6 1