Magic: The Gathering (*MTG*) is a famous card game designed by Richard Garfield and released by Wizards of the Coast (WoC). In recent years, WoC has dedicated to develop a platform for playing *MTG* on computers and mobile devices. To accomplish this, WoC tries to store their cards in a file.
To ease the computation of the cards in computer, we need to prepare data structures as a container to store the cards with the following members:

1. Name: a string of maximum 50 characters (including the null character)
2. Cost: a user defined data structures with six integers, representing the cost of colorless, White, Red, Green, Blue and Black mana
3. Type: a string of maximum 50 characters (including the null character)
4. Power: an integer
5. Toughness: an integer

Try to write a program with above structures to read from a random access file with 285 records of MTG cards, store them in an array of cards, and output the contents.
Requirement: Input from the random access file "test_input_MTG21RAFI.txt" rather than standard input stream, use an array of MTG card structure to store the data, and output the card set to a sequential access file "my_output_MTG21RAFI.txt" rather than standard output stream.

Input

The input named as **"test_input_MTG21RAFI.txt"** is a random access file with 285 records. Each record is defined as the data structure described above.

Output

Prepare an array of structure to store the input. Output the card set to a sequential access file named as **"my_output_MTG21RAFI.txt"** according to the format shown in the sample output. Two consecutive fields are separated by three spaces, except the fields Name and Type, where they are followed by 24 and 18 spaces, respectively. All the field values are aligned right except Name and Type which are aligned left.

Sample Input

Unavailable.

Sample Output

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Name                        Colorless   White   Red   Green   Blue   Black   Type                  Power   Toughness
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Adherent of Hope                    1       1     0       0      0       0   Creature                  2           1
Alchemist's Gift                    0       0     0       0      0       1   Instant                   0           0
Animal Sanctuary                    0       0     0       0      0       0   Land                      0           0
Primal Might                        x       0     0       0      0       0   Sorcery                   0           0
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```