**Elf Espionage**

# Program Name: espionage.java Input File: espionage.dat

Jingle and Gumdrop the elves are having a conversation in the North Pole, but they are suspicious that the other could be a spy from the South Pole. Both elves can be certain that the other is a spy if they wink AND check their watch. At most one of the elves will be a spy, never both. Determine if either elf is a spy.

**Input**

The first line contains a single integer n, the number of lines of dialogue (there will be at least two). Each line contains dialogue alternating between Jingle and Gumdrop, with Jingle always starting the conversation. If one of them winks, it will appear in the sentence as “\*winks\*”, and if they check their watch, it will appear as “\*checks watch\*”.

**Output**

If either elf from the conversation winks AND checks their watch, print “(name of spy) IS A SPY!”. Otherwise, print “NO SPIES ARE PRESENT”.

**Example Output to Screen**

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Some nice weather we are having \*winks\*

Indeed, it’s pretty early to be this cold \*checks watch\*

Oh, you’re definitely right! \*checks watch\*

Ok so that was suspicious

**Example Output to Screen**

JINGLE IS A SPY!