<https://softuni.bg/trainings/resources/video/51207/video-01-july-2020-ivaylo-papazov-js-fundamentals-may-2020/283>

<https://judge.softuni.bg/Contests/Practice/Index/2028#0>

# Problem 3. Inventory

*As a young traveler, you gather items and craft new items.*

### Input / Constraints

You will receive a journal with some Collecting items, separated with **', '** (comma and space). After that, until receiving "Craft!" you will be receiving different commands.

Commands (split by **" - "**):

* "Collect - {item}" – Receiving this command, you should add the given item in your inventory. If the item already **exists**, you should **skip** this line.
* "Drop - {item}" – You should remove the item from your inventory, **if it exists**.
* "Combine Items - {oldItem}:{newItem}" – You should check if the **old item exists**, if so, **add** the new item **after** the old one. Otherwise, **ignore** the command.
* "Renew – {item}" – If the given item exists, you should change its position and **put it last** in your inventory.

### Output

After receiving "Craft!" print the items in your inventory, separated by **", "** (comma and space).

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| [ 'Iron, Wood, Sword', 'Collect - Gold', 'Drop - Wood', 'Craft!' ] | Iron, Sword, Gold |
| **Input** | **Output** |
| [  'Iron, Sword',  'Drop - Bronze',  'Combine Items - Sword:Bow',  'Renew - Iron',  'Craft!'  ] | Sword, Bow, Iron |