### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| ha|Do|mm|om|er Move Right 0  Move Left 3  Check Odd  Move Left 2  Move Left 10  Move Left 0  Done | ha mm  You crafted Doomhammer! |
| **Comments** | |
| First, we receive the **"Move Right 0"** command, so we move "**ha"** one position to the right and we get "**Do ha mm om as er**".  Then we receive **"Move Left 3"** -> **"Do ha om mm er"**  Checking the current state of the array on odd index positons.  **"Move Left 2"** -> **"Do om ha mm er"**  Invalid index, so we **do nothing**  We can't move the value at zero position to the left, so we **do nothing** Lastly, we have to **print** the collection as one word, so our output is: "**You crafted {Weapon name}!**" | |
|  | |
| ri|As|er|hb|ng  Move Left 1  Move Right 2  Move Right 3  Move Left 2  Done | You crafted Ashbringer! |

### JS Input

The input will be provided as an array of strings

|  |  |
| --- | --- |
| **Input** | **Output** |
| (["ha|Do|mm|om|er", "Move Right 0",  "Move Left 3",  "Check Odd",  "Move Left 2",  "Move Left 10",  "Move Left 0",  "Done"]) | ha mm  You crafted Doomhammer! |
| **Comments** | |
| First, we receive the **"Move Right 0"** command, so we move "**ha"** one position to the right and we get "**Do ha mm om as er**".  Then we receive **"Move Left 3"** -> **"Do ha om mm er"**  Checking the current state of the array on odd index positons.  **"Move Left 2"** -> **"Do om ha mm er"**  Invalid index, so we **do nothing**  We can't move the value at zero position to the left, so we **do nothing** Lastly, we have to **print** the collection as one word, so our output is: "**You crafted {Weapon name}!**" | |
|  | |
| (["ri|As|er|hb|ng",  "Move Left 1",  "Move Right 2",  "Move Right 3",  "Move Left 2",  "Done"]) | You crafted Ashbringer! |