Problem 3		60 Points

Vending Machine

Program Name: vending.java   Input File: vending.in

Write a program to determine if you can buy your favorite junk food from a vending machine with these items and prices (in cents):

Gum	25
Chips	75
Coke	65
Candy	55
Pretzels	60
Donuts	95

Input

The first line of input will contain a single integer *n* indicating the number of people that want to buy items from the vending machine.

Each of the following *n* lines represents one of the people in line and will consist of:
1. A single nonnegative integer indicating the number of cents the person has to spend.
2. The name of the item the person wants to buy. This will match one of the items available.

Output

For each person in line, determine whether or not they can afford their item and output a corresponding message.
If the person can afford the item, display:
     You have <X> cents left.
where <X> is the number of cents remaining to the person after the purchase. If the person cannot afford the item, display:
     You need <Y> cents more.
where <Y> is the number of extra cents needed for the person to be able to make their purchase.

Example Input File
2
45 Pretzels
58 Gum
Example Output To Screen
You need 15 cents more.
You have 33 cents left.