

# Problem 1 – Gandalf's Stash

Gandalf the Gray is a great wizard but he also loves to eat. When he is hungry he gets angry. These are some of Gandalf's favorite types of food:

- **Cram**: 2 points of happiness;
- **Lembas**: 3 points of happiness;
- **Apple**: 1 point of happiness;
- **Melon**: 1 point of happiness;
- **HoneyCake**: 5 points of happiness;
- **Mushrooms**: -10 points of happiness;
- Everything else: -1 point of happiness;

Gandalf moods are:

- **Angry** - below -5 points of happiness;
- **Sad** - from -5 to 0 points of happiness;
- **Happy** - from 0 to 15 points of happiness;
- **Special JavaScript mood** - when happiness points are more than 15;

## Input

The input comes from the console. It will hold two lines: first - Gandalf's first mood.

On the second line will be described the foods that Gandalf will eat, separated with different symbols or whitespace(s). Comparing the input is **case-insensitive**. The input data will always be valid and in the format described. There is no need to check it explicitly.

## Output

Print on the console Gandalf's happiness points and mood after he drinks his beers.

## Constraints

- The characters in the input string will be no more than: **1000**.
- The food count would be in the range **[1...100]**.
- Time limit: 0.3 sec. Memory limit: 16 MB.

## Examples

Input	Output
-10 Cram, banica,Melon!_,HonEyCake, !HoneYCake,hoNeyCake_;	7 Happy
-30 gosho, pesho, meze, Melon, HoneyCake@;	-27 Angry
-3 HoneyCake honeyCake honeyCake HoneyCakE HoneYCake HonEyCake HoneyCake HoneyCake HoneyCake HoNeyCake	47 Special JavaScript mood
-2 mELon, AMelon, beer,cRam, nacepin	-2 Sad