ACSL

**2009 - 2010** **American Computer Science League** **Contest #1**

## Junior Division
## ACSL Golf

PROBLEM: In the sport of golf, scoring is based upon what a normal score should be for a particular hole on a course. That normal score called "par" is based upon the length of that hole measured from the tee, the start point, to the green, the end point. For the vast majority of golf courses and for this problem, par will be either 3, 4 or 5. Through the years names were given to scores above and below par on a hole. The more common names are listed below. Golf scores are reported in two ways. The first way is to report the cumulative score. That is, the player scored a 68 after playing the standard 18 holes. The second way is to report the cumulative score in relation to par. If par for the course is 72, then the score reported as 68 would be 4 under par. A score of 75 would be 3 over par.

| | |
|---|---|
| par | a score equal to par |
| birdie | 1 below par |
| eagle | 2 below par |
| bogey | 1 above par |
| double bogey | 2 above par |

INPUT: There will be 4 input lines. Each line will contain 2 positive integers. The first integer will give par for the hole and the second integer will be the score on that hole.

OUTPUT: There will be 5 outputs. For each input line print the name for that score. For the fifth output print the cumulative score in terms of par for the four input holes.

SAMPLE INPUT

1. 5, 4
2. 3, 5
3. 4, 5
4. 3, 2

SAMPLE OUTPUT

1. birdie
2. double bogey
3. bogey
4. birdie
5. 1 over par

TEST INPUT

1. 4, 2
2. 5, 6
3. 3, 3
4. 3, 4

TEST OUTPUT

1. eagle
2. bogey
3. par
4. bogey
5. par