# Problem 3. Witcher’s Quest System

*As a young developer, you dream to someday work at* ***CD Project Red*** *and help them make “The Witcher 4”, but you don’t know where to start. Luckily* ***CD Project Red*** *heard that* ***YOU*** *are taking the* ***Fundamentals Mid Exam*** *at* ***SoftUni*** *and they have contacted* ***Nakov,*** *in order to add this* ***FINAL PROBLEM****, especially for* ***YOU.***

## Input / Constraints

You will receive some quests for the game on a **single line**, separated by a **comma** and a **space** in the following format: **"{quest1}, {quest2}, {quest3}, {quest4}"**

Now **CD Project Red**wants you to know the term **Game Loop** – which is the hearthbeat of a game and they intend to make you master it. In those regards until you receive the command "Heartbeat" you will be receiving different input commands.

**Commands**:

* "Add / {quest}"
  + Receiving this command, you should add the given quest in your system.
  + If the quest already **exists**, you should **print** "{quest} already exists".
* "Complete / {quest}"
  + Receiving this command, you should find the given quest in your system and change his **name** to **name: completed.** E.g. "The Bloody Baron" becomes "The Bloody Baron: completed"
  + If the quest does **NOT** **exist**, you should **print** "{quest} does not exists".
* "Renew / {quest}"
  + Receiving this command, you should find the given quest in your system and change its position by **putting it last** in your quest system.
  + If the quest does **NOT** **exist**, you should **print** "{quest} does not exists".
* "Remove / {index}"
  + Remove the **quest** on the given index. Beware of **invalid indexes!**
* "Menu / {default}"
  + Print **ALL** the quests inside your quest system in the following format:

**"{quest1}, {quest2}, {quest3}"**

* "Menu / {completed}"
  + Print **ONLY** the completed quests in the following format:

**"{quest1: completed}, {quest2: completed}"**

## Output

After receiving "Retire!" print the quests in the journal, separated by **", "** (comma and space).

## Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| Hello World, For loop, If else  Start - While loop  Complete - For loop  Retire! | Hello World, If else, While loop |
| **Input** | **Output** |
| Hello World, If else  Complete - Homework  Side Quest - If else:Switch  Renew - Hello World  Retire! | If else, Switch, Hello World |

*...!* *a game where every hero wins the day with shiny armor and a smile...*