# Problem 3. Witcher’s Inventory System

*As a young developer, you dream of someday working 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.***

***They want you to create a basic Witcher’s Inventory System.***

## Input / Constraints

The game begins, and your character receives his starting items, on a **single line**, separated by a **comma** and a **space** in the following format: **"{item1}, {item2}, {item3}, {item4}"**

Now since **CD Project Red**wants you to later google out a special term named ***game-loop***, which is the ***heartbeat*** of every single game, your inventory system will be receiving different input commands, until you get the command "heartbeat".

**Commands**:

* "add / {item} / {index}"
  + The player picks up an item and puts it in his inventory. Your inventory should insert the item at the correct **index**. Otherwise beware of **invalid indexes** and skip the command.
* "swap / {index1} / {index2}"
  + The player rearanges his inventory. You must find the item at index1 and change its place with the item on index2. Otherwise beware of **invalid indexes** and skip the command.
* "equip / {item}"
  + Some items can be equipped by the player and used in battle. Like a sword! Receiving this command, you should find the given item and rename it to "**{item:equipped}**"**,** e.g. if we have a **sword** in the inventory, we will rename it to "**{sword:equipped}**". Print "{item} equipped!".
  + If the item does **NOT** **exist**, you should print"{item} does not exists!".
  + If the item is already **equipped,** print"{item} is already **equipped**!".
* "drop / {item}"
  + The player decides to get rid of some item and drops it on the ground! Now you need to find the **item’s** index and remove it. (Keep in mind that all item names will be **unique.**)
  + Otherwise if you can’t find such item, print"{item} does not exists!".
* "open inventory / default" or "open inventory / equipped"
  + Default mode prints **ALL** the items inside your inventory system, while equipped mode prints **ONLY** the equipped items. The print format for both is separated by a **comma** and a **space**:

**"{item1}, {item2}, {item3}"**

## Output

After receiving the appropriate commands, print your **inventory** **list** in the **format described** above.

## Examples

|  |
| --- |
| **Input** |
| normal sword, silver sword, wolfsbane, buckthorn  add / honey / 3  swap / 0 / 1  open inventory / default  heartbeat |
| **Output** |
| silver sword, normal sword, wolfsbane, honey, buckthorn |

|  |
| --- |
| **Input** |
| normal sword, silver sword, wolfsbane, buckthorn  add / honey / 3  equip / normal sword  drop / buckthorn  open inventory / default  equip / silver sword  open inventory / equipped  heartbeat |
| **Output** |
| normal sword equipped!  normal sword:equipped, silver sword, wolfsbane, honey  silver sword equipped!  normal sword:equipped, silver sword:equipped |

*...* ***future tip:*** *advanced inventory systems in the biggest AAA games are made with lists of objects,*

*so, you better master those lists well ...*