# Problem 3. Witcher’s Inventory System

*So, you think you got all that it takes to be in the game development, because you passed the first two problems, huh? Well… we’ll be the judges of that, because it’s time for the* ***FINAL PROBLEM.*** *You’ll sweat, you’ll cry, you’ll call for your momma, but oh boy if you pass,* ***CD Project Red****, will definitely expect you and your resume when you graduate* ***SoftUni!***

***Now for the final task, 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 somewhere 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}"
  + 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 |

*...* *Game Development Fundamentals | Basic Inventory System ...*