#include<stdio.h>

#include<stdlib.h>

#include<string.h>

#define FULL 10000

#define MAX 10000

struct elem {

char d;

struct elem \*next;

};

struct stack { //∂®“Â’ª

int cnt;

struct elem \*top;

};

push(char d,struct stack \*stk){

struct elem \*p;

if (stk->cnt != FULL){

p = (struct elem \*)malloc(sizeof(struct elem));

p->d = d;

p->next = stk->top;

stk->top = p;

stk->cnt++;

}

}

char pop(struct stack \*stk){

char d;

struct elem \*p;

if(stk->cnt != FULL){

d = stk->top->d;

p = stk->top;

stk->top = stk->top->next;

stk->cnt--;

free(p);

}

return d;

}

initialize(struct stack \*stk){

stk->cnt = 0;

stk->top = NULL;

}

main(){

char input[MAX];

struct stack temp;

int i = 0;

int flag = 0;

initialize(&temp);

scanf("%s", &input); // ‰»Î◊÷∑˚¥Æ

do{ //◊÷∑˚¥Æ»Î’ª

push(input[i],&temp);

i++;

}

while (input[i] != '@');

while (temp.cnt != 0){ //◊÷∑˚“¿¥Œ≥ˆ’ª∫Õ◊÷∑˚ ˝◊È±»Ωœ£¨≈–∂œ «∑ÒªÿŒƒ ˝

if (temp.top->d == input[flag]){

pop(&temp);

flag++;

}

else{

printf("¥À◊÷∑˚–Ú¡–≤ª «ªÿŒƒ–Ú¡–!\n");

break;

}

}

if (temp.cnt == 0)

printf("¥À◊÷∑˚–Ú¡– «ªÿŒƒ–Ú¡–!\n");

return 1;

}