## 4.Heroic Inventory

In the era of heroes, every hero has his items that make him unique. Create a function that creates a **register for the heroes**, with their **names**, **level**, and **items**, if they have such. The register should accept data in a specified format, and return it presented in a specified format.

### Input

The **input** comes as an array of strings. Each element holds data for a hero, in the following format:

"{heroName} / {heroLevel} / {item1}, {item2}, {item3}..."

You must store the data about every hero. The **name** is a **string**, a **level** is a **number** and the items are all **strings.**

### Output

The **output** is a **JSON representation** of the data for all the heroes you’ve stored. The data must be an **array of all the heroes**. Check the examples for more info.

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| **['Isacc / 25 / Apple, GravityGun',**  **'Derek / 12 / BarrelVest, DestructionSword',**  **'Hes / 1 / Desolator, Sentinel, Antara']** | [{"name":"Isacc","level":25,"items":["Apple","GravityGun"]},{"name":"Derek","level":12,"items":["BarrelVest","DestructionSword"]},{"name":"Hes","level":1,"items":["Desolator","Sentinel","Antara"]}] |
| **['Jake / 1000 / Gauss, HolidayGrenade']** | [{"name":"Jake","level":1000,"items":["Gauss","HolidayGrenade"]}] |