## 5.Inventory

Create a function, which creates a **register for heroes**, with their **names**, **level**, and **items** (if they have such).

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.**

The **output** is all of the data for all the heroes you’ve stored **sorted ascending by level**. The data must be in the following format for each hero:

**Hero: {heroName}**

**level => {heroLevel}**

**Items => {item1}, {item2}, {item3}**

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| [  'Isacc / 25 / Apple, GravityGun',  'Derek / 12 / BarrelVest, DestructionSword',  'Hes / 1 / Desolator, Sentinel, Antara'  ] | Hero: Hes  level => 1  items => Desolator, Sentinel, Antara  Hero: Derek  level => 12  items => BarrelVest, DestructionSword  Hero: Isacc  level => 25  items => Apple, GravityGun |
| [  'Batman / 2 / Banana, Gun',  'Superman / 18 / Sword',  'Poppy / 28 / Sentinel, Antara'  ] | Hero: Batman  level => 2  items => Banana, Gun  Hero: Superman  level => 18  items => Sword  Hero: Poppy  level => 28  items => Sentinel, Antara |