## 7.Cars

Write a closure that can create and modify objects. All created objects should be **kept** and be accessible by **name**. You should support the following functionality:

* create <name> - creates an object with the supplied **<name>**
* create <name> inherits <parentName> - creates an object with the given <name>, that inherits from the parent object with the <parentName>
* set <name> <key> <value> - sets the property with key equal to <key> to <value> in the object with the supplied <name>.
* print <name> - prints the object with the supplied <name> in the format "<key1>:<value1>,<key2>:<value2>…" - the printing should also print all **inherited properties** from parent objects. Inherited properties should come after own properties.

### Input

The **input** will come as an **array of strings** - each string represents a **command** to be executed from your closure.

### Output

For every print command - you should print on the console all properties of the object in the above-mentioned format.

### Constraints

* **All commands will always be valid, there will be no nonexistent or incorrect input.**

### Examples

|  |  |
| --- | --- |
| Input | Output |
| [**'create c1'**,  **'create c2 inherit c1'**,  **'set c1 color red'**,  **'set c2 model new'**,  **'print c1'**,  **'print c2'**] | **color:red**  **model:new,color:red** |