#include<bits/stdc++.h>

using namespace std;

int main(){

map<char,vector<char> > graph;

int n,e;

cin>>n>>e;

while(e--){

char x,y;

cin>>x>>y;

graph[x].push\_back(y);

graph[y].push\_back(x);

}

for(auto x: graph){

cout<<x.first<<"->";

for(auto it: x.second){

cout<<it<<" ";

}

cout<<endl;

}

}

------------------------------------------------------------------------------------

// weight + edge

#include<bits/stdc++.h>

using namespace std;

int main(){

map<char,vector<pair<char,int> > > graph;

int n,e;

cin>>n>>e;

while(e--){

char x,y;

int w;

cin>>x>>y>>w;

graph[x].push\_back({y,w});

graph[y].push\_back({x,w});

}

for(auto x: graph){

for(auto it: x.second){

cout<<x.first<<"->"<<it.first<<" "<<it.second<<endl;

}

// cout<<endl;

}

}