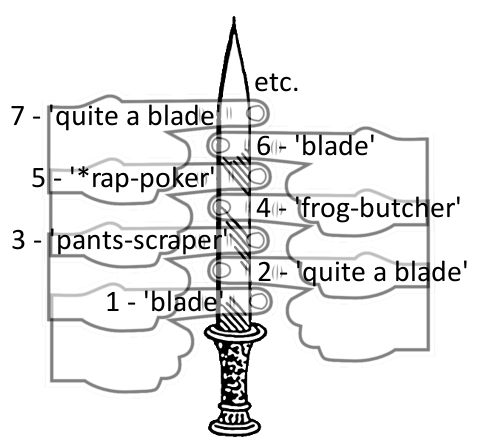
**Daggers and Swords**

There is a small antiques store in downtown Sofia. The salesman name is Grandpa Ancho. He sells daggers and swords (blades) amongst other stuff. Grandpa Ancho classifies his blades in a very special medieval way. There are 5 blade types according to their application: 'blade', 'quite a blade', 'pants-scraper', 'frog-butcher' and '\*rap-poker'.

He checks the length of the blade by counting in index finger widths (see the picture on the right).Let n be the length of the blade. For example if the blade is long 1 or 6 etc. (n\*5 + 1) index finger widths, the blade type of application is 'blade'. If the blade is long 2 or 7 etc. (n\*5 + 2) index finger widths, the blade type of application is 'quite a blade'. If the blade is long 3 or 8 etc. (n\*5 + 3) index finger widths, the blade type of application is 'pants-scraper'. If the blade is long 4 or 9 etc. (n\*5 + 4) index finger widths, the blade type of application is 'frog-butcher'. If the blade is long 5 or 10 etc. (n\*5 + 5) index finger widths, the blade type of application is '\*rap-poker'.

Before you start checking the type of the blade application, you must round down the blade length to an integer number. Also, if the blade is longer than 40cm, it is a sword. Otherwise it is a dagger.

We assume that the index finger width of Grandpa Ancho is 1cm (elegant fingers, ha ☺).

Help Grandpa Ancho to classify all his blades in the store. He will give you a list of the blade lengths. Your task is to find the blade type of application and whether it is a sword or a dagger. You must print the information in an HTML table: the first column holds the rounded blade length; the second column holds the type of the application of the blade; the third column holds the type of the blade (sword or dagger). See the example below to understand your task better.

**Input**

The input is passed to the first JavaScript function found in your code as array of strings holding the input numbers.

Each input number represents the length of the given blade.

The input data will always be valid and in the format described. There is no need to check it explicitly.

**Output**

Print at the console the blades HTML table following the examples below. The table has a fixed header defining 3 columns: Blade Length, Blade Type and Blade Application. Whitespace and character casing are important, so please use the same as in the below examples. If a blade is 10cm or shorter, it is not printed in the output.

**Constraints**

The count of input blade lengths is in the range [0…1 000].

All input blade lengths are in the range [0…1 000].

There will always be at least one blade, longer than 10cm.

Allowed working time: 0.2 seconds. Allowed memory: 16 MB.

**Example**

|  |  |
| --- | --- |
| Input | Output |
| 17.8  19.4  13  55.8  126.96541651  3 | <table border="1">  <thead>  <tr><th colspan="3">Blades</th></tr>  <tr><th>Length [cm]</th><th>Type</th><th>Application</th></tr>  </thead>  <tbody>  <tr><td>17</td><td>dagger</td><td>quite a blade</td></tr>  <tr><td>19</td><td>dagger</td><td>frog-butcher</td></tr>  <tr><td>13</td><td>dagger</td><td>pants-scraper</td></tr>  <tr><td>55</td><td>sword</td><td>\*rap-poker</td></tr>  <tr><td>126</td><td>sword</td><td>blade</td></tr>  </tbody>  </table> |

Enjoy your life folks ☺