# Neighbour Wars (game)

Gosho and Pesho are neighbours, but they don't like each other very much. They don't like violence as well, so they decided they need a save environment where they can fight each other. They hired you to write a program, which calculates who would win the fight.

Gosho and Pesho have their own signature attacks – **Gosho** attacks with "**Thunderous fist**" **on every even turn** of the game and **Pesho** attacks with "**Roundhouse kick**" **on every odd turn**. You will receive **how much damage these attacks do from the console**.

**Both players start with 100 Health points**. On **every third turn** Pesho and Gosho **restore 10 Health Points**. Health points are restored **after the attack is made**.

When one of the **player's health is below or equal to zero** you should **stop any other further operations** and **print who the winner is**, **how much health points** he has and in **which turn** he won. Since Mike Tyson is the judge of the match, the winning round is always printed with "**th**" in the end.

## Input

The input is read from the console and consists of two lines:

- **First line – Pesho's damage**
- **Second line – Gosho's damage**

## Output

Print on every turn who is attacking and how much health the opponent is after the attack:

**"{name of the attacker} used {name of the attack} and reduced {name of the defending player} to {health of the defending player} health."**

When one of the players is **dead** print:

**"{name of the winner} won in {number of the round}th round."**

## Constraints

- **Pesho's damage** and **Gosho's damage** will be **integers** in the interval **[0...100]**
- There will **always** be a **winner**

## Examples

| Input | Output | Comments |
|---|---|---|
| 30 40 | Pesho used Roundhouse kick and reduced Gosho to 70 health. Gosho used Thunderous fist and reduced Pesho to 60 health. Pesho used Roundhouse kick and reduced Gosho to 40 health. Gosho used Thunderous fist and reduced | 1st round -> **Pesho** attacks in **odd rounds** -> so he does **30 damge to Gosho**. 2nd round -> it is **Gosho's** turn and he **does 40 damage to Pesho**. 3rd round -> **first Pesho attacks with 30 damage and** |

| | |
|---|---|
| Pesho to 30 health.<br>Pesho used Roundhouse kick and reduced Gosho to 20 health.<br>Gosho won in 6th round. | **Gosho is now 40 health**. After that **both players receive 10 health**.<br><br>4$^{th}$ round **-> After healing Gosho is 50 health and Pesho is 70**. It is **Gosho's turn and he does 40 damage to Pesho** -> Pesho is now 30 health.<br><br>5$^{th}$ round -> **Pesho attacks and reduces Gosho from 50 to 20 health**.<br><br>6$^{th}$ round -> **Gosho attacks with 40 damage** and **kills Pesho**. They will **not receive healing**, because **one of the player is dead** and we should **print the final result**. |

| Input | Output |
|---|---|
| 20<br>10 | Pesho used Roundhouse kick and reduced Gosho to 80 health.<br>Gosho used Thunderous fist and reduced Pesho to 90 health.<br>Pesho used Roundhouse kick and reduced Gosho to 60 health.<br>Gosho used Thunderous fist and reduced Pesho to 90 health.<br>Pesho used Roundhouse kick and reduced Gosho to 50 health.<br>Gosho used Thunderous fist and reduced Pesho to 80 health.<br>Pesho used Roundhouse kick and reduced Gosho to 40 health.<br>Gosho used Thunderous fist and reduced Pesho to 80 health.<br>Pesho used Roundhouse kick and reduced Gosho to 20 health.<br>Gosho used Thunderous fist and reduced Pesho to 80 health.<br>Pesho used Roundhouse kick and reduced Gosho to 10 health.<br>Gosho used Thunderous fist and reduced Pesho to 70 health.<br>Pesho won in 13th round. |
| 100<br>100 | Pesho won in 1th round. |