

Problem 1. Friend's List Maintenance

Our users are having trouble with their friends list, some of their friends are disappearing without a reason. We have been tasked to create a program that finds the names that are lost, and sends out a report on it.

The **first input** you will **receive** all is the User's friend list separated by ", ". The **next input** will be a list of commands, which should be run until the **"Report"** command is received.

The possible commands are:

- **Blacklist {name}**
 - Finds the name in the friend list and **change it** to **"Blacklisted"** and **print on the console**:
 - "{name} was blacklisted."
 - If the **name** is **not** in the friend list **print**:
 - "{name} was not found."
- **Error {index}**
 - Check if the **username** at the given index is **not "Blacklisted"** or **"Lost"**. If it isn't, **change** the username to **"Lost"** and **print** on the console:
 - "{name} was lost due to an error."
- **Change {index} {newName}**
 - Check if the user at **index** position is in **range of the array**. If he is, **change** the **current** username with the **new one** and **print** on console:
 - "{currentName} changed his username to {newName}."

After you **receive "Report"** print on the console the **count of blacklisted names**, the **count of lost names**, and the friend list separated by a **single space**.

Input

- The **first input line** will contain the usernames that need to be stored.
- On the **next input** lines until **"Report"** you will **receive** commands.

Output

- The output should be in the following format:
 - "Blacklisted names: {blacklistedNamesCount}"
 - "Lost names: {lostNamesCount}"
 - "{name1} {name2} .. {nameN}"

Examples

Input	Output
<code>`Mike, John, Eddie`, [`Blacklist Mike`, `Error 0`, `Error 1`, `Change 2 Mike123`, `Report`]</code>	<code>Mike was blacklisted. John was lost due to an error. Eddie changed his username to Mike123. Blacklisted names: 1 Lost names: 1 Blacklisted Lost Mike123</code>
Comments	

On the first line are the names from the friendlist that need to be stored in an array.

After that the commands start to flow in. The first command finds Mike and over writes the name with **blacklist**, then prints out: **"Mike was blacklisted."**

After that **"Error 0"** failed because the name is already blacklisted and we do nothing.

"Error 1": The name John is replaced with **"Lost"** and the message is sent to the console: **"John was lost due to an error."**

After that Mike changes his username to Mike123: **"Eddie changed his username to Mike123".**

And the report is asked for so the program ends with the shown output.

```
`Mike, John, Eddie,
William`,
[`Error 3`,
`Error 3`,
`Change 0 Mike123`,
`Blacklist Eddie`,
`Report`]
```

```
William was lost due to an error.
Mike changed his username to Mike123.
Eddie was blacklisted.
Blacklisted names: 1
Lost names: 1
Mike123 John Blacklisted Lost
```