```
func 🏌(😍😍😍: String) -> String {
    return 😍😍😍.substringToIndex(😍😍😍.endIndex.advancedBy(-1))
}

func 🐔 (😇: String)-> String {
    let 🐳🐳🐳 = 😇.componentsSeparatedByString("_")
    var 😎🤑😜 = ""
    for 🐳 in 🐳🐳🐳 {
        var 🐙 = 🐳;
        if (Int(arc4random_uniform(2)) == 1) {
            let 🚒👄🚔 = UInt32(🐳.characters.count)
            let 💄 = Int(arc4random_uniform(🚒👄🚔))
            let 💾 = 😇.startIndex.advancedBy(💄)
            🐙 = 🐙.substringToIndex(💾) + "BAWK" +
🐳.substringFromIndex(💾)
        }
        😎🤑😜 += 🐙 + "_"
    }
    return 🏌(😎🤑😜)
}

func 👱 (💋: String) -> String {
    let 💅💅💅 = 💋.componentsSeparatedByString("_")
    var 👠👠👠 = ""
    for 💝 in 💅💅💅.reverse() {
        👠👠👠 += 💝 + "_"
    }
    return 🏌(👠👠👠)
}

func ✈️ (🌠: String, from: String, to: String) -> String {
    var ⭐🌟💫 = 🌠
    let 🌌 = ["b", "c", "d", "f", "g", "h", "j", "k", "l",
              "m", "n", "p", "q", "r", "s", "v", "x", "z"]
    for ⭐ in 🌌 {
        if (from == "🇩🇪" && to == "🇷🇺") {
            ⭐🌟💫 = ⭐🌟
💫.stringByReplacingOccurrencesOfString(⭐+⭐,withString:⭐)
        } else if (from == "🇷🇺" && to == "🇩🇪") {
            ⭐🌟💫 = ⭐🌟
💫.stringByReplacingOccurrencesOfString(⭐,withString:⭐+⭐)
        }
    }
```

```
    return ⭐🌟💫
}

func 🤘👌 (🦀: String) -> String {
    var 👽 = 🦀
    👽 =
👽.stringByReplacingOccurrencesOfString("e",withString:"3")
    👽 =
👽.stringByReplacingOccurrencesOfString("t",withString:"7")
    👽 =
👽.stringByReplacingOccurrencesOfString("l",withString:"1")
    👽 =
👽.stringByReplacingOccurrencesOfString("a",withString:"@")
    👽 =
👽.stringByReplacingOccurrencesOfString("i",withString:"!")
    return 👽
}

var 🏁 = «***»
🏁 = 🐔(🏁)
🏁 = 🤘👌(🏁)
🏁 = 🐔(🏁)
🏁 = ✈️(🏁, from:"🇷🇺", to:"🇩🇪")
🏁 = 👱(🏁)
🏁 = 🐔(🏁)
🏁 = 🤘👌(🏁)
🏁 = ✈️(🏁, from:"🇷🇺", to:"🇩🇪")
🏁 = 🤘👌(🏁)
🏁 = 🐔(🏁)
🏁 = ✈️(🏁, from:"🇩🇪", to:"🇷🇺")
🏁 = 🤘👌(🏁)
🏁 = 👱(🏁)

print(🏁)
```