# Problem 3. Quests Journal

*As a young adventurer, you start new quest every day, until you retire.*

## Input / Constraints

You start your adventurer path, receiving a journal with some beginner quests, separated with **', '** (comma and space). After that, until receiving "Retire!" you will be receiving different commands.

Commands:

* "Start - {quest}" – Receiving this command, you should add the given quest in your journal. If the quest already **exists**, you should **skip** this line.
* "Complete - {quest}" – You should remove the quest from your journal, **if it exists**.
* "Side Quest - {quest}:{sideQuest}" – You should check **if the quest exists**, if so, **add** the side quest **after** the quest. Note that you **shouldn`t add** the **sideQuest** if it already exists.
* "Renew – {quest}" – If the given quest exists, you should change its position and **put it last** in your journal.

## Output

After receiving "Retire!" print the quests in the journal, separated by **", "** (comma and space).

## Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| Hello World, For loop, If else  Start - While loop  Complete - For loop  Retire! | Hello World, If else, While loop |
| **Input** | **Output** |
| Hello World, If else  Complete - Homework  Side Quest - If else:Switch  Renew - Hello World  Retire! | If else, Switch, Hello World |

*...!* *a game where every hero wins the day with shiny armor and a smile...*