Input

- The **possible** commands are:
 - o "End"
 - o "Enroll {HeroName}"
 - o "Learn {HeroName} {SpellName}"
 - o "Unlearn {HeroName} {SpellName}"

Output

The **possible** outputs are:

```
"{HeroName} is already enrolled."
  "{HeroName} doesn't exist."
o "{HeroName} has already learnt {SpellName}."
o "{HeroName} doesn't know {SpellName}."
o "Heroes:
  == {name1}: {spell1}, {spell2}, {spelln}
  == {name2}: {spell1}, {spell2}, {spelln}
  == {nameN}: {spell1}, {spell2}, {spelln}"
```

Examples

Input	Output
Enroll Stefan	Stefan is already enrolled.
Enroll Peter	John doesn't exist.
Enroll Stefan	George doesn't exist.
Learn Stefan ItShouldWork	Heroes:
Learn John ItShouldNotWork	== Stefan:
Unlearn George Dispel	== Peter:
Unlearn Stefan ItShouldWork	
End	
Enroll Stefan	Stefan has already learnt ItShouldWork.
Learn Stefan ItShouldWork	Stefan doesn't know NotFound.
Learn Stefan ItShouldWork	Heroes:
Unlearn Stefan NotFound End	== Stefan: ItShouldWork
Enroll Stefan	Heroes:
Enroll Peter	== Stefan: Spell
Enroll John	== Peter: Dispel
Learn Stefan Spell	== John:
Learn Peter Dispel	
End	

JS Examples

The input will be provided as an array of strings.















Input	Output
(["Enroll Stefan",	Stefan is already enrolled.
"Enroll Peter",	John doesn't exist.
"Enroll Stefan",	George doesn't exist.
"Learn Stefan ItShouldWork",	Heroes:
"Learn John ItShouldNotWork",	== Stefan:
"Unlearn George Dispel",	== Peter:
"Unlearn Stefan ItShouldWork",	
"End"])	
(["Enroll Stefan",	Stefan has already learnt ItShouldWork.
"Learn Stefan ItShouldWork",	Stefan doesn't know NotFound.
"Learn Stefan ItShouldWork",	Heroes:
"Unlearn Stefan NotFound",	== Stefan: ItShouldWork
"End"])	
(["Enroll Stefan",	Heroes:
"Enroll Peter",	== Stefan: Spell
"Enroll John",	== Peter: Dispel
"Learn Stefan Spell",	== John:
"Learn Peter Dispel",	
"End"])	













