3232 - Penalty Calculation

Description

In the forthcoming UCI Cup, COJ Development Team fears the possibility of the main structure of the site to go down. Therefore they have assigned many young programmers (you among them) to code backup modules, so if anything goes wrong during the contest, the competitors don't get upset. The task assigned to you is to calculate the penalty for a specific problem from a team.

You will be given 1 <= N <= 100, the number of submissions, and for each one you will also know the minute 1 <= Mi <= 300 it was submitted and the judge verdict by its identifier which can be one of these:

Verdict - Identifier
- Wrong Answer - WA
- Time Limit Exceeded – TLE
- Runtime Error – RTE
- Compilation Error – CE
- Accepted – AC

If a problem is Accepted the penalty raises to the amount of minutes it took to accept and for each submission before the first Accepted one, the penalty raises by 20 points. If the problem is not Accepted, the penalty is zero.

Input specification

In the first line of the input a single integer N (1 <= N <= 100) representing the number of submissions. The next N lines describe a single submission: with a integer Mi (1 <= Mi <= 300) representing the minute of the submission and a string V representing the verdict, both values are space separated. The value of V is one of these: WA, TLE, RTE, CE or AC. You can safely assume that all Mi are unique.

Output specification

The total penalty the team will have after all submissions are processed.

Sample input

```
4
40 RTE
20 WA
30 WA
41 AC
```

Sample output

```
101
```

Hint(s)

Source	Luis Manuel Díaz Barón
Added by	**luismo**
Addition date	2015-03-27
Time limit (ms)	2000
Test limit (ms)	1000
Memory limit (kb)	268435456
Output limit (mb)	64
Size limit (bytes)	16384
Enabled languages	Bash C C# C++ C++11 Java JavaScript-NodeJS Pascal Perl PHP Prolog Python Ruby Text