Leo Plays Fifa

By Rogelio Kenny Arisandi

After narrowly escaping bombs a few months ago, **Leo the Cat** is ready to enjoy his well-deserved holiday. Instead of chasing mice or lazing around, Leo has discovered a newfound love: **playing FIFA**.

Leo is captivated by football even though, as a cat, he can't physically play it himself (a fact he swears doesn't diminish his expertise). According to Leo, Messi is the **GOAT** (Facts, btw!).

To enhance his FIFA experience, Leo wants to analyze player statistics from his matches to determine:

1. **Who assisted whom** during the game.
2. **Who is the Man of the Match** using a custom MOTM score formula.

Leo needs your help to calculate these stats and declare the **best player of the match**.

MOTM Score =

(3×Goals) +(2×Assists) + (1×Key Passes) + (0.2×Dribbles)

Input Format

1. The first line contains an integer `N` ($2 \leq N \leq 11$), the number of players in the game.
2. The next `n` lines contain the names of the players. Each name is a string of up to 20 characters, consisting only of uppercase/lowercase letters (no spaces).
3. The next `N` lines describe assist-goal relationships. Each line consists of:
    - The name of the **assisting player**.
    - The name of the **goal-scoring player**.
    - An integer `a` ($0 \leq a \leq 10$), the number of goals assisted.
4. The next `n` lines contain additional statistics for each player:
    - The player's name.
    - An integer `k` ($0 \leq k \leq 20$), the number of **key passes**.
    - An integer `d` ($0 \leq d \leq 500$), the number of **dribbles**.
5. The final line contains an integer `t` ($1 \leq t \leq 2$), the number of queries.
6. The next `t` lines contain one of the following commands:
    - `"TABLE"`: Output the stats table for all players.
    - `"MOTM"`: Output the name of the **Man of the Match** and their stats.

7. **A PLAYER WILL ALWAYS ASSIST SOMEONE, AND HE CAN'T ASSIST HIMSELF**

8. **A PLAYER WILL ONLY ASSIST ONCE**

9. **USE STRUCT**

SAMPLE INPUT/OUTPUT:

Example 1:

INPUT:

```
3
Messi
Neymar
Suarez
Messi Neymar 5
Suarez Messi 4
Neymar Suarez 3
Messi 5 120
Neymar 3 100
Suarez 4 70
2
TABLE
MOTM
```

OUTPUT:

```
Messi | Goals: 4 | Assists: 5 | Assist To: Neymar
Neymar | Goals: 5 | Assists: 3 | Assist To: Suarez
Suarez | Goals: 3 | Assists: 4 | Assist To: Messi
Man of the Match: Messi
```

Explanation:

Messi got 4 goals because he was assisted 4 goals by Suarez

Neymar got 5 goals because he was assisted by Messi 5

Suarez got 3 because he was assisted by Neymar 3

The man of the match is messi, well because he got the most MOTM Score

Output Template:

```
printf("%s | Goals: %d | Assists: %d | Assist To: %s \n")
printf("Man of the Match: %s\n");
```

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Setelah nyaris lolos dari bom beberapa bulan lalu, **Leo si Kucing** siap menikmati liburannya yang memang layak diterimanya. Alih-alih mengejar tikus atau bermalas-malasan, Leo malah menemukan hobi baru: **bermain FIFA**.

Leo terpikat oleh sepak bola meskipun, sebagai kucing, dia tidak bisa memainkannya secara fisik (fakta yang dia bersumpah tidak mengurangi keahliannya). Menurut Leo, Messi adalah **GOAT**(Fakta, dek!!).

Untuk meningkatkan pengalaman FIFA-nya, Leo ingin menganalisis statistik pemain dari pertandingannya untuk menentukan:

1. **Siapa yang membantu siapa** selama pertandingan.
2. **Siapa Man of the Match** menggunakan rumus skor MOTM khusus.

Leo membutuhkan bantuan Anda untuk menghitung statistik ini dan mendeklarasikannya **pemain terbaik pertandingan**.

Skor MOTM =
(3×Gol) +(2×Assist) + (1×Key Pass) + (0,2×Dribel)

Format Masukan

1. Baris pertama berisi bilangan bulat `N` (2 ≤ `N` ≤ 11), jumlah pemain dalam permainan.
2. Berikutnya `N` baris berisi nama-nama pemain. Tiap nama berupa string maksimal 20 karakter, hanya terdiri dari huruf besar/kecil (tanpa spasi).
3. Berikutnya `N` garis menggambarkan hubungan bantuan-tujuan. Setiap baris terdiri dari:
    - Nama dari **pemain yg Assist**.
    - Nama dari **pemain pencetak gol**.
    - Sebuah bilangan bulat `A` (0 ≤ `A` ≤ 10), jumlah assist gol.
4. Berikutnya `N` baris berisi statistik tambahan untuk setiap pemain:
    - Nama pemain.
    - Sebuah bilangan bulat `k` (0 ≤ `k` ≤ 50), jumlah **keypass**
    - Sebuah bilangan bulat `D` (0 ≤ `D` ≤ 100), jumlah **Dribble**.
5. Baris terakhir berisi bilangan bulat `T` (1 ≤ `T` ≤ 10), jumlah pertanyaan.
6. Berikutnya `T` baris berisi salah satu perintah berikut:
    - `"TABLE"`: Menampilkan tabel statistik untuk semua pemain.
    - `"MOTM"`: Menampilkan nama **Pemain Terbaik** dan statistik mereka.

7. **PEMAIN AKAN SELALU ASSIST SESEORANG, DAN DIA TIDAK BISA ASSIST DIRI SENDIRI**

8. **PEMAIN HANYA AKAN ASSIST SEKALI**

9. **GUNAKAN STRUCT**

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Suarez | Goals: 3 | Assists: 4 | Assist To: Messi
Man of the Match: Messi
```

Penjelasan:

Messi mendapat 4 gol karena di Assist 4 gol oleh Suarez

Neymar mendapat 5 gol karena di Assist Messi 5

Suarez mendapat 3 karena di Assist oleh Neymar 3

Man of the matchnya adalah messi, karena dia mendapat Skor MOTM terbanyak

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printf("Man of the Match: %s\n");
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