# Problem 3. Inventory

### Input / Constraints

You will receive a journal with some Collecting items, separated with **', '** (comma and space). After that, until receiving "Craft!" you will be receiving different commands.

Commands (split by **" - "**):

* "Collect - {item}" – Receiving this command, you should add the given item in your inventory. If the item already **exists**, you should **skip** this line.
* "Drop - {item}" – You should remove the item from your inventory, **if it exists**.
* "Combine Items - {oldItem}:{newItem}" – You should check if the **old item exists**, if so, **add** the new item **after** the old one. Otherwise, **ignore** the command.
* "Renew – {item}" – If the given item exists, you should change its position and **put it last** in your inventory.

### Output

After receiving "Craft!" print the items in your inventory, separated by **", "** (comma and space).

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| ['Iron, Wood, Sword','Collect - Gold','Drop - Wood', Craft!' ] | Iron, Sword, Gold |
| [ 'Iron, Sword', 'Drop - Bronze', 'Combine Items - Sword:Bow', 'Renew - Iron', 'Craft!' ] | Sword, Bow, Iron |

function inventory(arr) {

    arr.pop()

    let collection = arr[0].split(', ')

    arr.shift()

    while (arr.length > 0) {

        const [command, item] = arr.shift().split(' - ')

        if (command == 'Collect' && !collection.includes(item))

            collection.push(item)

        if (command == 'Drop' && collection.includes(item))

            collection = collection.filter(el => el != item)

        if (command == 'Combine Items') {

            let [oldItem, newItem] = item.split(':')

            if (collection.includes(oldItem)) {

                let index = collection.indexOf(oldItem)

                collection.splice(index + 1, 0, newItem)

            }

        }   if (command == 'Renew') {

            if (collection.includes(item)) {

                index = collection.indexOf(item)

                element = collection.splice(index, 1)

                collection.push(element)

            }

        }

    } return collection.join(', ')

}

console.log(inventory(['Iron, Wood, Sword', 'Collect - Gold', 'Drop - Wood', 'Craft!']))