# Problem 1. Egg Tapping

*It’s Easter! A couple of friends placed a bet, which one has the strongest collection of eggs.*

Write a program, which finds the player with the strongest collection of eggs. Each player starts with one **collection of eggs**. Each **egg** is represented by **single** **lowercase character**, **separated by space** **('a' 'b' 'c' 'd' 'e'… etc.)**. Every **broken egg** brings certain **amount of points**, which are the **ASCII value of it**'**s character**.

The game starts with the first player's **first egg**, which taps the second **player's** **last egg**. The egg's **strength** is determined by **it**'**s place in the English alphabet, the first in the alphabet are stronger (for example: 'a' is stronger than 'h')**. When the stronger egg **wins**:

* **We add 1 to its ASCII value** and **put it back in the collection**
* The weaker egg is removed from **the collection** and we **add** it's **ASCII value to the winner's score**
* If eggs with the same srength collide, they **destroy each other** and **no points** are added to anyone's score
* If both players **end** **up with the same score**, it’s a draw and you need to print the following message:

**"Draw! Nobody wins."**

The game ends when any of the players runs out of eggs and you need to print:

**"The winner ends with {points} points."**

**"There are {eggsCollection} in his collection."** where **{eggsCollection}** are the eggs of their collection separated by comma and a space.

* When the **first player** wins, you should print his eggs **from first to last**, when the **second player** wins, you should print his eggs **from last to first**

### Input

* On the **first line**, you will receive **a String**, representing the first player's eggs, consisting of characters **separated** by a **single space**
* On the **second line**, you will receive **a String**, representing the second player'seggs, consisting of characters **separated** by a **single space**

### Output

* On the **first** line of output – print the winner, which is the player who collect the most points.

**"The winner ends with {points} points."**

* On the **second** line – print all the winner's eggs that survived the battle:

**"There are {eggsCollection} in his collection."** where **{eggsCollection}** are the eggs of their collection separated by comma and a space

* If both players end up with the same score, print one line:

**"Draw! Nobody wins."**

### Constraints

* When you add 1 to the ASCII values, the result will always be another letter in the range [**a – z**]
* Each player starts with differen number of eggs
* **All eggs** will be **letters** from english **alphabet** [**a – z**]
* The input always will be valid
* At the end of the game at least one player will have points in his score

### Examples

|  |  |  |
| --- | --- | --- |
| **Input** | **Output** | **Comments** |
| a k e p q  c h d h e b m | The winner ends with 534 points  There are e, h, c in his collection. | The game starts with Player 1 first egg (**'a'), which taps** the Player 2 last egg which is **'m'**.  **Round 1:** **a > m**, Player 1 wins so we **add 1 to 'a'** (1 + a = b), and we **bring 'b' back at Player 1 collection**. Aloso we **add 109** (ASCII value of 'm') to Player 1 total score. Finally we **remove 'm'** from Player 2 collection.  After Round 1 collections look like this:  **k e p q b**  **c h d h e b**  **Round 2:** Now it's **k < b**. Player 2 wins, **we add (1 + b = c)**, **'c' goes back in Player 2 collection**, we **add 107** to Player 2 collection and we **remove 'k'** from Player 1 collection.  After Round 2 collections look like this:  **e p q b**  **c h d h e c**  ...  After seven more rounds **Player 1 collection goes empty** and the game is over. **Player 1** total score is 416 points and **Player 2** total score is 534 points.  **Player 2** wins with 534 points and he has **'e', 'h', 'c' left in his collection**. |
| a t p u s g  t s u o a | Draw! Nobody wins. |  |
| c a b  z q g k | The winner ends with 445 points.  There are b, c, e in his collection. |  |