

Sentence Reconstructing

Input file: standard input
Output file: standard output
Time limit: 1 second
Memory limit: 256 megabytes

Meow wants to play a sentence-making game. His friend prepares a sentence and meow must look very carefully to find a new sentence within his friend's! But there's a catch. **Each letter from Meow's friend's sentence can only be used once.** Fortunately, the game is quite simple because it doesn't involve any punctuation. For example, given the list, *"friend icing on the sung"* can the sentence *"coding is fun"* be formed? The answer is yes. However, given the list *"please bake umpteen cookies"* you can't form the sentence *"bugs are problems"*. Note that spaces are also considered as a letter.

Input

Two strings will be inputted, and each string will comprise at least one character.

The strings can vary in length ($1 \leq \text{Length} \leq 10^6$). For example, the second string may be longer, shorter, or the same length as the first string. All letters input will be lowercase.

Output

Display the word *"possible"* if the second string can be created using the letters contained in the first string.

Display the word *"not possible"* if the second string can't be created using the letters contained in the first string.

Examples

standard input	standard output
friend icing on the snug coding is fun	possible
please bake umpteen cookies bugs are problems	not possible
meowmeowmeow meow meow	not possible

Note

For test case 2, Meow's friend sentence does not contain the letter 'g'.

For test case 3, Meow's friend sentence does not contain a space.