CMPUT 274 - Tangible Computing
Morning Problem: Simple Scores

Description

Composers in this era love making their scores complex for the sake of expression. Specifically many composers have been experimenting with using excessive accidentals on each note.

This in turn makes it quite difficult to learn their pieces, but if we could write a program to reduce the accidentals to their simplest forms it would simplify their pieces by a large amount.

To elaborate, an accidental is a symbol # (sharp) or b (flat) such that # raises the pitch of a note and b lowers the pitch of a note both by the same amount. If a note were to have the accidentals $\#\#b$ this would reduce to # (sharp) in simplest form. That is, one of the sharps and the flat cancel eachother out leaving only a single sharp.

Input

The first line of input will contain a single integer $1 \leq n \leq 10,000$ specifying how many accidentals were originally written.

The following line will contain a string of n symbols, each either # or b indicating the specific type of each accidental.

Output

Output a single line containing the reduced string of accidentals, if all accidentals reduce output 0 (see example 2).

Sample Input 1

```
10
####bbbb##
```

Sample Output 1

```
##
```

Explanation

After reducing the accidentals you are left with only two sharps.

Sample Input 2

```
4
b##b
```

Sample Output 2

```
0
```

Explanation

All accidentals reduced out in simplest form.

Sample Input 3

```
3
#b#
```

Sample Output 3

```
b
```