Programming for Beginners – 24 April 2016

Problem 2. Game of Names

Write a program to **calculate points for all players** and **find who the winner is**. You will be given **the count of the players**, **their names** and **initial scores**. **Score** for every player **depends on his name**. To the **player score add** or **subtract** the **ASCII code of each letter**. If **ASCII code** is **even add** it to the score. If is **odd – subtract** it from the score. Find **the one with highest score** and print his name and score on the console. If **two or more players** are with **same points – the winner is the first one**.

Input

On the **first input line** you will be given **number N - the count of players**.

On the **next 2*N lines** you will be given player name and hi initial score.

Output

The output should be printed on the console and consist **the name of the winner** and **his score** in the following format:

“`The winner is {name} - {points} points`”

Constraints

- **N – the count of players** will be a **positive integer** in the range **[1...100]**
- **Names** will be **strings** with **length between 3 and 30**
- **The score for each player** will be a **integer** in the range **[-100,000...100,000]**

Examples

Input	Output	Comments
3 Bojidar 123 Preslav 123 Pesho 123	The winner is Preslav - 230 points	B(66)o(111)j(106)i(105)d(100)a(97)r(114) Initial points 123 scores 123 +66 -111 +106 -105 +100 -97 +114 = 196 P(80)r(114)e(101)s(115)l(108)a(97)v(118) Initial points 123 scores 123 +80 +114 -101 -115 +108 -97 +118 = 230 P(80)e(101)s(115)h(104)o(111) Initial points 123 scores 123 +80 -101 -115 +104 -111 = -20 Preslav(230) > Bojidar(196) > Pesho(-20)