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Coding Arena**00 26 15**
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Rules & Regulations**Launch Code Editor****Problem : Verify JSON Object validity****Statement**

A JSON object is a key-value pair data structure that is enclosed within { }. A sample JSON object would look like

```
{
  "key1": "value1",
  "key2": "value2",
  "key3": {
    "key4": "value4",
    "key5": "value5"
  },
  "key6": "value6",
  "key7": [
    {
      "key8": "value8"
    }
  ]
}
```

Given a JSON object, ignore the literal values of the object and check whether the distinguishing characters and notation of the object are valid to determine if the JSON object is valid or not.

Note:

1. Key3 points to another JSON object (Concept of nesting of JSON objects).
2. Key7 points to an array of JSON objects.

You may wish to refer [site1](#) to get a more formal description of JSON grammar. [site2](#), [site3](#); are also good resources to understand JSON specifications.

Input Format:

1. First line contains a pattern of JSON without any literal

Output Format:

Print 1 if pattern is valid, -1 otherwise.

Constraints:

1. A JSON object should start with '{' and ends with a '}'.
2. The key and value should be separated by a ':'.
3. A ',' suggests an additional JSON property.
4. An array only consists of JSON objects. It cannot contain a "key": "value" pair by itself.

Example 1:**Input**

```
{:[{},{}]}
```

Output

```
1
```

Explanation

```
{
  "Key": [{
    "Key": "Value"
  }, {
    "Key": "Value"
  }]
}
```

```
}
```

Pattern is following all constraints hence prints 1

Example 2:**Input**

```
{:([],){}}
```

Output

-1

Explanation

Covert this pattern in a JSON Object

```
{
  "Key": {
    [
      "Key": "Value"
    ]
  },
  {
    "Key": "Value"
  }
}
```

Constraint 4 "An array only consists of JSON objects. It cannot contain a "key": "value" pair by itself." not followed here, so it's an invalid pattern, hence prints -1

Note:

Please do not use package and namespace in your code. For object oriented languages your code should be written in one class.

Note:

Participants submitting solutions in C language should not use functions from <conio.h> / <process.h> as these files do not exist in gcc

Note:

For C and C++, return type of main() function should be int.

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