## 01.Problem

**Environment Specifics**

Please be aware that every JS environment may **behave differently** when executing code. Certain things that work in the browser are not supported in **Node.js**, which is the environment used by **Judge**.

The following actions are **NOT** supported:

* **.forEach()** with **NodeList** (returned by **querySelector()** and **querySelectorAll()**)
* **.forEach()** with **HTMLCollection** (returned by **getElementsByClassName()** and **element.children**)
* Using the **spread-operator** (**...**) to convert a **NodeList** into an array
* **append()** in Judge (use only **appendChild()**)
* **prepend()**
* **replaceWith()**
* **replaceAll()**
* **closest()**
* **replaceChildren()**
* Always turn the collection into a **JS array** (forEach, forOf, et.)

If you want to perform these operations, you may use **Array.from()** to first convert the collection into an array.

*You are the chieftain of a growing Viking clan, leading your warriors across the northern seas on raids, explorations, and heroic quests. Your task is to recruit brave warriors, manage their strength and battle experience, and command their actions in real-time as you expand your saga.*

On the first line of input, you will receive an integer n – the number of warriors joining your clan. On the following n lines, you will receive information about each warrior in the following format:

"{warrior name}-{weapon}-{strength}"

* The **strength** indicates how much power the warrior has for battle or training.
* A warrior’s strength cannot exceed **100**.
* If a warrior's strength reaches **0** or **less**, they can no longer participate in raids or train, and any command targeting them should be silently ignored.
* Each warrior starts with **exactly** one weapon.
* During the game, a warrior can acquire more weapons by forging them.
* The list of all weapons a warrior possesses is displayed at the end joined by **", "**.

After assembling your warband, you will receive a series of commands, each on a **new line**, separated by **" -> "**, until the command "**The Saga Ends**" is given. Here are the commands your warriors can receive:

## **"Raid -> {warrior name} -> {weapon} -> {strength required}"**

* Check if the warrior has the specified weapon and enough strength.
* If both are true, they join the raid and their strength is reduced by the required amount. **Print** in the console:

"{warrior name} fought bravely with {weapon} and now has {remaining strength} strength!"

* If the warrior doesn’t have the **weapon** or **enough** **strength**, print in the console:

"{warrior name} couldn't join the raid with {weapon}!"

## **"Train -> {warrior name} -> {strength gained}"**

* Increase the warrior’s strength by the given **amount**.
* If the result exceeds 100, cap it at **100**.
* If the warrior is already at **full strength**, **print** in the console:

"{warrior name} is already at full strength!"

* Otherwise, print:

"{warrior name} trained hard and gained {actual gained} strength!"

## **"Forge -> {warrior name} -> {new weapon}":**

* + If the warrior already has the specified weapon, **print**:

"{warrior name} already wields {new weapon}."

* + Otherwise, add the weapon to the warrior’s list of weapons and **print**:

"{warrior name} has forged a new weapon: {new weapon}!"

## Input

* On the first line: integer n, the number of warriors.
* The next n lines: each warrior's info in format {warrior name}-{weapon}-{strength}.
* Then, multiple commands in format described above, ending with: "The Saga Ends"

## Output

* After the "The Saga Ends", **print** the status of each warrior still standing, in the following format:

"Warrior: {warrior name}

- Weapons: {weapon1, weapon2, ...}

- Strength: {current strength}"

* Use .join(", ") when listing multiple weapons.

## Constraints

* Warrior names are **unique**.
* All inputs are **valid** and follow the described format.
* A warrior can have **multiple** weapons.
* The **order** of output warriors should be the same as the initial input.

## Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| ([  "3",  "Ragnar-Axe-80",  "Lagertha-Spear-95",  "Bjorn-Sword-100",  "Raid -> Ragnar -> Axe -> 30",  "Forge -> Ragnar -> Shield",  "Train -> Lagertha -> 10",  "Train -> Bjorn -> 5",  "Forge -> Lagertha -> Spear",  "The Saga Ends"  ]); | Ragnar fought bravely with Axe and now has 50 strength!  Ragnar has forged a new weapon: Shield!  Lagertha trained hard and gained 5 strength!  Bjorn is already at full strength!  Lagertha already wields Spear.  Warrior: Ragnar  - Weapons: Axe, Shield  - Strength: 50  Warrior: Lagertha  - Weapons: Spear  - Strength: 100  Warrior: Bjorn  - Weapons: Sword  - Strength: 100 |
| **Input** | **Output** |
| ([  "3",  "Floki-Hammer-20",  "Helga-Net-100",  "Thorvald-Axe-70",  "Forge -> Helga -> Trap",  "Raid -> Floki -> Hammer -> 30",  "Raid -> Helga -> Trap -> 80",  "Forge -> Thorvald -> Hammer",  "The Saga Ends"  ]); | Helga has forged a new weapon: Trap!  Floki couldn't join the raid with Hammer!  Helga fought bravely with Trap and now has 20 strength!  Thorvald has forged a new weapon: Hammer!  Warrior: Floki  - Weapons: Hammer  - Strength: 20  Warrior: Helga  - Weapons: Net, Trap  - Strength: 20  Warrior: Thorvald  - Weapons: Axe, Hammer  - Strength: 70 |