# Censorship

Mr. Panda wants to read a short story to his kids. However, he realises that the story contains several bad words that he wants to censor from his kids. Can you help Mr. Panda do so?

## Input

The input contains 3 lines.

The first line contains a single integer N, the number of bad words that Mr. Panda wants to censor.

The second line contains **N** words that Mr. Panda wants to censor. All the words will only contain English letters and there will be **exactly 1 space** in between these words.

The third line contains the story that Mr. Panda wants to censor. They will consist of a sequence of words that only contain English letters. There will also be **exactly 1 space** in between words.

#### Output

Print the entire story with the bad words censored.

The censored words should be replaced with '\*' characters, with the number of characters equal to the length of the word.

You only need to censor entire words, so for example if "bad" is a bad word, you should not censor "Sinbad".

However, you must censor words regardless of case so for example if "bad" is a bad word, you must censor "BaD".

#### Limits

- $1 \le N \le 10$
- Each censored word will not be more than 30 characters long.
- The story will contain between 1 and 10000 characters.
- All the words will only contain English letters and there will be **exactly 1 space** in between words.

Sample Input (censorship1.in)	Sample Output (censorship1.out)
4 code debug cat panda Mr Panda and Rar the Cat like to code	Mr **** and Rar the *** like to ****
Sample Input (censorship2.in)	Sample Output (censorship2.out)
4 code debug cat panda but they do not like debugging	but they do not like debugging

#### Notes:

- 1. You should develop your program in the subdirectory ex1 and use the skeleton java file provided. You should not create a new file or rename the file provided.
- 2. You are free to define your own helper methods and classes (or remove existing ones) if it is suitable.
- 3. Please be reminded that the marking scheme is:
  - a. Public Test Cases (1%)
    - i. 1% for passing all test cases, 0% otherwise
  - b. Hidden Test Cases (1%)
    - i. Partial scoring depending on test cases passed
  - c. Manual Grading (1%)
    - i. Overall Correctness (correctness of algorithm, severity of bugs)
    - ii. Coding Style (meaningful comments, modularity, proper indentation, meaningful method and variable names)

### Skeleton File - Censorship.java

You are given the skeleton file <code>Censorship.java</code>. You should see a non-empty file when you open the skeleton file. Otherwise, you might be in the wrong working directory.

You should see the following contents when you open the skeleton file: