*https://www.codingame.com/ide/puzzle/mime-type*

*MIME types* are used in numerous internet protocols to associate a media type (html, image, video ...) with the content sent. The *MIME type* is generally inferred from the extension of the file to be sent.  
  
You have to write a program that makes it possible to detect the MIME type of a file based on its name.

**Rules**

You are provided with a table which associates *MIME types* to file extensions. You are also given a list of names of files to be transferred and for each one of these files, you must find the *MIME type* to be used.  
  
The extension of a file is defined as the substring which follows the last occurrence, if any, of the dot character within the file name.  
If the extension for a given file can be found in the association table (case insensitive, e.g. TXT is treated the same way as txt), then print the corresponding *MIME type*. If it is not possible to find the *MIME type* corresponding to a file, or if the file doesn’t have an extension, print UNKNOWN.

**Game Input**

**Input**

**Line 1**: Number N of elements which make up the association table.

**Line 2**: Number Q of file names to be analyzed.

N**following lines:** One file extension per line and the corresponding *MIME type* (separated by a blank space).

Q**following lines:** One file name per line.

**Output**

For each of the Q filenames, display on a line the corresponding *MIME type*. If there is no corresponding type, then display UNKNOWN.

**Constraints**

0 < N < 10000  
0 < Q < 10000

* File extensions are composed of a maximum of 10 alphanumerical ASCII characters.
* *MIME types* are composed of a maximum 50 alphanumerical and punctuation ASCII characters.
* File names are composed of a maximum of 256 alphanumerical ASCII characters and dots (full stops).
* There are no spaces in the file names, extensions or *MIME types*.

**Example**

**Input**

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html text/html

png image/png

gif image/gif

animated.gif

portrait.png

index.html

**Output**

image/gif

image/png

text/html