

# Bombs

*Ezio still is learning to make bombs. With their help, he will save civilization. We should help Ezio to make his perfect bombs.*

You will be given a **two sequence of integers, representing bomb effects and bomb casings**.

You need to start from the **first bomb effect** and try to mix it with the **last bomb casing**. If the **sum** of their values is **equal to any of the materials in the table below** – **create the bomb corresponding to the value** and **remove the both** bomb materials. Otherwise, just **decrease** the value of the **bomb casing by 5**. You need to **stop** combining when you have **no more bomb effects or bomb casings**, or you successfully filled the bomb pouch.

**Bombs:**

- **Datura Bombs: 40**
- **Cherry Bombs: 60**
- **Smoke Decoy Bombs: 120**

To fill the bomb pouch, Ezio needs **three of each** of the **bomb types**.

## Input

- On the **first line**, you will receive the integers representing the **bomb effects, separated by ", "**.
- On the **second line**, you will receive the integers representing the **bomb casing, separated by ", "**.

## Output

- On the **first** line of output – print one of these rows according whether Ezio succeeded fulfill the bomb pouch:
  - **"Bene! You have successfully filled the bomb pouch!"**
  - **"You don't have enough materials to fill the bomb pouch."**
- On the **second** line - print all bomb effects left:
  - If there are no bomb effects: **"Bomb Effects: empty"**
  - If there are effects: **"Bomb Effects: {bombEffect1}, {bombEffect2}, (...)"**
- On the **third** line - print all bomb casings left:
  - If there are no bomb casings: **"Bomb Casings: empty"**
  - If there are casings: **"Bomb Casings: {bombCasing1}, {bombCasing2}, (...)"**
- Then, you need to print **all** created bombs and the **count you have of them, ordered alphabetically**:
  - **"Cherry Bombs: {count}"**
  - **"Datura Bombs: {count}"**
  - **"Smoke Decoy Bombs: {count}"**

## Constraints

- All of the given numbers will be valid integers in the range **[0, 120]**.
- Don't have situation with negative material.

## Examples

Input	Output
5, 25, 50, 115 5, 15, 25, 35	You don't have enough materials to fill the bomb pouch. Bomb Effects: empty Bomb Casings: empty Cherry Bombs: 1 Datura Bombs: 2 Smoke Decoy Bombs: 1
Comment	
<p>1) <math>5 + 35 = 40</math> -&gt; Datura Bomb. Remove both.</p> <p>2) <math>25 + 25 = 50</math> -&gt; can't create bomb. Bomb casing should be decreased with 5 -&gt; 20</p> <p>3) <math>25 + 20 = 45</math> -&gt; can't create bomb. Bomb casing should be decreased with 5 -&gt; 15</p> <p>4) <math>25 + 15 = 40</math> -&gt; Datura Bomb. Remove both</p> <p>...</p>	

Input	Output
30, 40, 5, 55, 50, 100, 110, 35, 40, 35, 100, 80 20, 25, 20, 5, 20, 20, 70, 5, 35, 0, 10	Bene! You have successfully filled the bomb pouch! Bomb Effects: 100, 80 Bomb Casings: 20 Cherry Bombs: 3 Datura Bombs: 4 Smoke Decoy Bombs: 3
Comment	
<p>...</p> <p>After creating a bomb with bomb effect 35 and bomb casing 25, have created 3 Cherry bombs, 4 Datura bombs, and 3 Smoke Decoy bombs. From all of the bomb types have 3 bombs and the program ends.</p>	

Input	Output
10, 20 40, 35	You don't have enough materials to fill the bomb pouch. Bomb Effects: empty Bomb Casings: empty Cherry Bombs: 1 Datura Bombs: 1 Smoke Decoy Bombs: 0

*"Nothing is true; everything is permitted"*