Write a program that reads a set of dictionary words and their scores from the standart input and stops reading a6er it reads "END" keyword. What you will then do is to read the following query strings (one or more) *until the EOF* and print the scores associated with the query strings if it is included in the dictionary.

Look at the example to understand better.

For example: Assume that the input is given as:

> book 30 pencil 20 desk 80 END pencil ball desk cup

* You will search the query strings: {"pencil", "ball", "desk", "cup"} within your dictionary. When you find them in your dictionary (with an exact match), print the corresponding score of that item. Then you will print a newline ('\n').

* You will not print anything for a query string if the query string is not in

your dictionary. The output will be:

>pencil 20

desk 80

Input Format:

{<word>[white-space]<score>[white-space]}$^{1 \text{ or more}}$ END [white-space]{<query-string>}$^{1 \text{ or more}}$

Output Format:

{<word>[SPACE]<score>[NEWLINE]}$^{1 \text{ or more}}$

*You can assume that the number of words in your dictionay (reference word list) will not exceed 20. The words (strings) will not exceed 30 characters.

*You can use <string.h> library functions if you like.

Hint:

Reading until the EOF:

```
while(scanf(..) != EOF)
{
        // do something here
}
```