

## Problem 3 - Man-O-War

Problem for exam preparation for the [Programming Fundamentals Course @SoftUni](#).  
Submit your solutions in the SoftUni judge system at <https://judge.softuni.org/Contests/Practice/Index/1773#2>.

*The pirates encounter a huge Man-O-War at sea.*

Create a program that **tracks** the **battle** and either chooses a **winner** or prints a **stalemate**. On the **first line**, you will receive the **status** of the **pirate ship**, which is a **string** representing **integer sections** separated by ">". On the **second line**, you will receive the **same** type of status, but for the **warship**:

"{section<sub>1</sub>}>{section<sub>2</sub>}>{section<sub>3</sub>}... {section<sub>n</sub>}"

On the **third line**, you will receive the **maximum health capacity** a section of the ship can reach.

The following lines represent commands until "Retire":

- "Fire {index} {damage}" - the pirate ship **attacks** the warship with the **given damage** at that section. Check if the **index is valid** and if not, **skip** the command. If the section **breaks** (health <= 0) the warship **sinks**, print the following and **stop** the program: "You won! The enemy ship has sunken."
- "Defend {startIndex} {endIndex} {damage}" - the warship **attacks** the pirate ship with the **given damage** at that **range (indexes are inclusive)**. Check if both **indexes are valid** and if not, **skip** the command. If the section **breaks** (health <= 0) the pirate ship **sinks**, print the following and **stop** the program: "You lost! The pirate ship has sunken."
- "Repair {index} {health}" - the crew **repairs** a section of the **pirate ship** with the **given health**. Check if the **index is valid** and if not, **skip** the command. The health of the section **cannot** exceed the **maximum health capacity**.
- "Status" - prints the **count** of all sections of the **pirate ship** that need repair soon, which are all sections that are **lower than 20%** of the **maximum health capacity**. Print the following: "{count} sections need repair."

In the end, if a **stalemate** occurs, print the **status** of **both** ships, which is the **sum** of their individual sections, in the following format:

"Pirate ship status: {pirateShipSum}"

Warship status: {warshipSum}"

### Input

- On the **1<sup>st</sup> line**, you are going to receive the **status** of the **pirate ship** (integers separated by '>')
- On the **2<sup>nd</sup> line**, you are going to receive the **status** of the **warship**
- On the **3<sup>rd</sup> line**, you will receive the **maximum health** a section of a ship can reach.
- On the following **lines**, until "Retire", you will be receiving commands.

### Output

- Print the output in the **format described above**.

## Constraints

- The **section numbers** will be integers in the range [1....1000]
- The **indexes** will be integers [-200....200]
- The **damage** will be an integer in the range [1....1000]
- The **health** will be an integer in the range [1....1000]

## Examples

Input	Output
12>13>11>20>66 12>22>33>44>55>32>18 70 Fire 2 11 Fire 8 100 Defend 3 6 11 Defend 0 3 5 Repair 1 33 Status Retire	2 sections need repair. Pirate ship status: 135 Warship status: 205
Comments	
<p>First, we receive the command "<b>Fire 2 11</b>", and damage the warship at section index 2, which is currently 33, and after reduction, the status of the warship is the following:</p> <p><b>12 22 22 44 55 32 18</b></p> <p>The <b>second</b> and <b>third</b> commands have <b>invalid indexes</b>, so we skip them.</p> <p>The <b>fourth</b> command, "<b>Defend 0 3 5</b>" damages <b>4 sections</b> of the pirate ship with <b>5</b>, which results in the following states:</p> <p><b>7 8 6 15 66</b></p> <p>The <b>fifth</b> command, "<b>Repair 1 33</b>" repairs the pirate ship section and adds <b>33 health</b> to the current <b>8</b>, which results in <b>41</b></p> <p>Only <b>2 sections</b> of the pirate ship (<b>7</b> and <b>6</b>) need repair soon.</p> <p>In the end, there is a <b>stalemate</b>, so we print both ship statuses (<b>sum</b> of all sections).</p>	
Input	Output

2>3>4>5>2 6>7>8>9>10>11 20 Status Fire 2 3 Defend 0 4 11 Repair 3 18 Retire	3 sections need repair.  You lost! The pirate ship has sunken.
--	--

## JS Examples

Input	Output
(["12>13>11>20>66", "12>22>33>44>55>32>18", "70", "Fire 2 11", "Fire 8 100", "Defend 3 6 11", "Defend 0 3 5", "Repair 1 33", "Status", "Retire"])	2 sections need repair.  Pirate ship status: 135  Warship status: 205
Comments	
<p>First, we receive the command <b>"Fire 2 11"</b>, and damage the warship at section index 2, which is currently 33, and after reduction, the status of the warship is the following:</p> <p><b>12 22 22 44 55 32 18</b></p> <p>The <b>second</b> and <b>third</b> commands have <b>invalid indexes</b>, so we skip them.</p> <p>The <b>fourth</b> command, <b>"Defend 0 3 5"</b> damages <b>4 sections</b> of the pirate ship with <b>5</b>, which results in the following states:</p> <p><b>7 8 6 15 66</b></p> <p>The <b>fifth</b> command, <b>"Repair 1 33"</b> repairs the pirate ship section and adds <b>33 health</b> to the current <b>8</b>, which results in <b>41</b></p> <p>Only <b>2 sections</b> of the pirate ship (<b>7</b> and <b>6</b>) need repair soon.</p> <p>In the end, there is a <b>stalemate</b>, so we print both ship statuses (<b>sum</b> of all sections).</p>	

Input	Output
<pre>(["2&gt;3&gt;4&gt;5&gt;2", "6&gt;7&gt;8&gt;9&gt;10&gt;11", "20", "Status", "Fire 2 3", "Defend 0 4 11", "Repair 3 18", "Retire"])</pre>	<p>3 sections need repair.</p> <p>You lost! The pirate ship has sunken.</p>