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Taiwanese Mahjong

Problem

It's sometimes very difficult to know what you are waiting for when playing Mahjong, especially when the tiles you have seem to be all of the same kind. In order not to get confused, we want to design a calculator to help solve the problem.

In this problem, you are given a hand of 16 tiles. By following traditional Taiwanese Mahjong rule, we can get a list of tiles that lead to win the game. If there are no such tiles, please tell us 'Not ready'.

Tiles are represented by (1T~9T, 1S~9S, 1W~9W, DONG, NAN, XI, BEI, ZHONG, FA, BAI), where T's, S's and W's stand for 筒,條 and 萬 respectively.

Function Prototype

function output = **MahjongCal**(*tiles*)

tiles is a cell array indicating the tiles you currently have.
output is also a cell array, which lists the tiles you are waiting. If there are no such tiles, set **output** = {'Not ready'}

Sample Input/Output

```
>> MahjongCal({'1S' '1S' '1S' '2S' '3S' '4S' '5S' '6S' '7S' '8S' '9S' '9S' '9S' 'FA' 'FA' 'FA'})

ans =

    '1S'    '2S'    '3S'    '4S'    '5S'    '6S'    '7S'    '8S'    '9S'

>> MahjongCal({'DONG' 'DONG' 'DONG' 'NAN' 'NAN' 'NAN' 'XI' 'XI' 'XI' 'BEI' 'BEI' 'FA' 'FA' 'ZHONG' 'ZHONG' 'ZHONG'})

ans =

    'BEI'    'FA'

>> MahjongCal({'1S' '1S' '1S' '2S' '3S' '4S' '5S' '6S' '7S' '8S' '9S' '9S' '9S' 'FA' 'FA' 'BAI'})

ans =

    'Not ready'
```