using namespace std;

int main() {

string jname;

getline(cin,jname);

cout<<"Hello, "<<jname<<"!";

return 0;

}

int main() {

int n;int i;int j;

cin>>n;

for( i=1;i<=n;i++){

for( j=1;j<=i;j++)

{

cout<<"\*";

}

cout<<"\n";

}

return 0;

}

using namespace std;

int main() {

int n;

cin >> n;

int array[n];

for(int i = 0; i < n; i++) {

cin >> array[i];

}

int target;

cin>>target;

int index=-1;

for(int i=0; i<n; i++) {

if(array[i] == target) {

index = i;

break;

}

}

cout << index;

return 0;

}

int main() {

int n;

cin>>n;

int array[n];

for(int i=0;i<n;i++)

{

cin>>array[i];

}

int max=array[0];

for(int j=1;j<n;j++)

{

if (array[j]>max){max=array[j];}

}

cout<<max;

return 0;

}

int main() {

int r, c;

cin >> r >> c;

int justice\_league[r][c];

int villain[r][c];

for (int i = 0; i < r; i++) {

for (int j = 0; j < c; j++) {

cin >> justice\_league[i][j];

}

}

for (int i = 0; i < r; i++) {

for (int j = 0; j < c; j++) {

cin >> villain[i][j];

}

}

int vcounter = 0;

int jcounter = 0;

for (int i = 0; i < r; i++) {

for (int j = 0; j < c; j++) {

if (villain[i][j] > justice\_league[i][j]) {

vcounter++;

} else if (villain[i][j] < justice\_league[i][j]) {

jcounter++;

}

}

}

if (vcounter > jcounter) {

cout << "Villains";

} else if (vcounter < jcounter) {

cout << "Justice League";

} else {

cout << "Tie";

}

return 0;

}