**Problem 2. On the Way to Annapurna**

*You’ve hired a Sherpa and he has a list of supplies you both need to go on the way. He has passed you some notes and you have to order them correctly in a diary before you start circling around the town’s stores.*



Create a program, that lists **stores** and the **items** that can be found in them. You are going to be receiving **commands** with the information you need until you get the "**End**" command. There are **three possible commands**:

* "**Add**->{Store}->{Item}"
  + **Add** the **store** and the **item** in your diary. If the store already **exists**, add just the item.
* **"Add**->{Store}->{Item},{Item1}…,{ItemN}"
  + **Add the store and the items to** your notes. **If the store already exists** in the diary – **add just the items** to it.
* "**Remove**->{Store}"
  + **Remove the store** and its items from your diary, **if it exists**.

In the end, print the collection **sorted by the count of the items** in **descending order** and **then by the names of the stores**, again, **in descending order** in the following format:

**Stores list:**

**{Store}**

**<<{Item}>>**

**<<{Item}>>**

**<<{Item}>>**

## Input / Constraints

* You will be receiving information until the “**END**” command is given.
* There will always be **at least one** store in the diary.
* Input will always be **valid**, there is no need to check it explicitly.

## Output

* Print the list of stores in the format given above.

## Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| Add->PeakSports->Map,Navigation,Compass  Add->Paragon->Sunscreen  Add->Groceries->Dried-fruit,Nuts  Add->Groceries->Nuts  Add->Paragon->Tent  Remove->Paragon  Add->Pharmacy->Pain-killers  END | Stores list:  PeakSports  <<Map>>  <<Navigation>>  <<Compass>>  Groceries  <<Dried-fruit>>  <<Nuts>>  <<Nuts>>  Pharmacy  <<Pain-killers>> |
| **Comments** | |
| First, we receive the "**Add**" command with a couple of items and we have to add the store and the items to. We keep doing that for each line of input and when we receive the "**Remove**" command, we delete the store and its items from our records. In the end we print the stores sorted by the **count** of their **items** and **then by** their **names**. | |
|  | |
| Add->Peak->Waterproof,Umbrella  Add->Groceries->Water,Juice,Food  Add->Peak->Tent  Add->Peak->Sleeping-Bag  Add->Peak->Jacket  Add->Groceries->Lighter  Remove->Groceries  Remove->Store  END | Stores list:  Peak  <<Waterproof>>  <<Umbrella>>  <<Tent>>  <<Sleeping-Bag>>  <<Jacket>> |