# Problem 3. Inventory

The problem for exam preparation for the [Programming Fundamentals Course @SoftUni](https://softuni.bg/courses/programming-fundamentals-csharp-java-js-python).

Submit your solutions in the SoftUni judge system at <https://judge.softuni.org/Contests/Practice/Index/2028#2>.

*As a young traveler, you gather items and craft new items.*

### Input / Constraints

You will receive a journal with some collecting items, separated with a comma and a space (**", "**). After that, until receiving "Craft!" you will be receiving different commands split by **" - "**:

* "Collect - {item}" - you should add the given item to your inventory. If the item already **exists**, you should **skip** this line.
* "Drop - {item}" - you should remove the item from your inventory **if it exists**.
* "Combine Items - {old\_item}:{new\_item}" - you should check if the **old item exists**. If so, **add** the new item **after** the old one. Otherwise, **ignore** the command.
* "Renew – {item}" – if the given item exists, you should change its position and **put it last** in your inventory.

### Output

After receiving "Craft!" print the items in your inventory, separated by **", "**.

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| Iron, Wood, Sword  Collect - Gold  Drop - Wood  Craft! | Iron, Sword, Gold |
| Iron, Sword  Drop - Bronze  Combine Items - Sword:Bow  Renew - Iron  Craft! | Sword, Bow, Iron |

### JS Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| [  'Iron, Wood, Sword',  'Collect - Gold',  'Drop - Wood',  'Craft!'  ] | Iron, Sword, Gold |
| [  'Iron, Sword',  'Drop - Bronze',  'Combine Items - Sword:Bow',  'Renew - Iron',  'Craft!'  ] | Sword, Bow, Iron |