**Problem 3 – Nether Realms**

Mighty battle is coming. In the stormy nether realms, demons are fighting against each other for supremacy in a duel from which only one will survive.

Your job, however is not so exciting. You are assigned to **sign in all the participants** in the nether realm's mighty battle's demon book, which of course is **sorted alphabetically**.

A demon's **name contains his health and his damage**.

The **sum of the asci codes** of **all characters** (excluding numbers (0-9), arithmetic symbols (**'+', '-', '\*', '/'**) and delimiter dot (**'.'**)) gives a **demon's total health**.

**The sum of all numbers** in his name forms his **base damage**. Note that you should consider the plus **'+'** and minus **'-'** signs (e.g. **+10 is 10** and **-10 is -10**). However, there are some symbols (**'\*'** and **'/'**) that can further **alter the base damage by multiplying or dividing it by 2** (e.g. in the name "m**15**\*/c**-5.0**", the base damage is **15 + (-5.0) = 10** and then you need to multiply it by 2 (e.g. 10 \* 2 = 20) and then divide it by 2 (e.g. 20 / 2 = 10)).

So, **multiplication and division** are applied **only after all numbers are included** in the calculation and **in the order they appear in the name**.

You will get all demons **on a single line**, separated by **commas and zero or more blank spaces**. Sort them in **alphabetical order** and print their names **along their health and damage**.

**Input**

The input will be read from the console. The input consists of a **single line** containing all demon names **separated by commas and zero or more spaces** in the format: **"{demon name}, {demon name}, … {demon name}"**

**Output**

Print all demons **sorted by their name in ascending order**, each on a separate line in the format:

* **"****{demon name} - {health points} health, {damage points} damage"**

**Constraints**

* A demon's name will contain **at least one character**
* A demon's name **cannot contain** blank spaces ' ' or commas ','
* A **floating point number will always have digits before and after its decimal separator**
* **Number** in a demon's name **is considere**d everything that is a valid integer or floating point number (with dot '.' used as separator). For example, all these are valid numbers: '4', '+4', '-4', '3.5', '+3.5', '-3.5'

**Examples**

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| --- | --- | --- | --- |
| **Input** | **Output** | **Comments** | |
| M3ph-0.5s-0.5t0.0\*\* | M3ph-0.5s-0.5t0.0\*\* - 524 health, 8.00 damage | M3ph-0.5s-0.5t0.0\*\*:  Health = 'M' + 'p' + 'h' + 's' + 't' = 524 health.  Damage = (3 + (-0.5) + (-0.5) + 0.0) \* 2 \* 2 = 8 damage. | |
| **Input** | **Output** | | **Comments** |
| M3ph1st0\*\*, Azazel , | Azazel - 615 health, 0.00 damage  M3ph1st0\*\* - 524 health, 16.00 damage | | Azazel:  Health - 'A' + 'z' + 'a' + 'z' + 'e' + 'l' = 615 health. Damage - no digits = 0 damage.  M3ph1st0\*\*:  Health - 'M' + 'p' + 'h' + 's' + 't' = 524 health.  Damage - (3 + 1 + 0) \* 2 \* 2 = 16 damage. |
| Gos/ho | Gos/ho - 512 health, 0.00 damage | |  |