# Crafting

You will receive a line with **string** **particles**, separated by "**|**", representing parts of the **name** of a **weapon**. The particles will be in **mixed** order and you can **align** them through the commands, which you will receive on the next **lines,** until you receive the "**Done"** command. They will come the form of strings, separated by **space**. There are **five supported commands:**

* **"Move Left {index}":**
  + Moves the value at **{index}** position to the **Left,** if the **index exist** and the move **is possible.**
  + If movement is not possible, **do nothing.**
* **"Move Right {index}":**
  + Moves the value at **{index}** position to the **Right,** if the **index exists** and the move **is possible.**
  + If movement is not possible, **do nothing.**
* **"Check Even":**
  + **Print** the elements at **even** index positions, **separated by a single space**.
* **"Check Odd":**
  + **Print** the elements at **odd** index positions, **separated by a single space**.

After the "**Done**" command, the weapon name is considered **correct** and you should **print the particles** in their current order **joined together** in the following format**:** "**You crafted {WeaponName}!**"

### Input

* On the **first line**, you will receive **parts** of the given weapon name in a **mixed** order **separated** by **"|"**.
* On the **next lines**, until the **"Done"** command, you will receive **commands** in the **format described** above.

### Output

* Print the needed output upon the **"Done"** command as a string.
* Output should be in the format "**You crafted {Weapon name}!**"

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| ha|Do|mm|om|er  Move Right 0  Move Left 3  Check Odd  Move Left 2  Move Left 10  Move Left 0  Done | ha mm  You crafted Doomhammer! |
| **Comments** | |
| First, we receive the **"Move Right 0"** command, so we move "**ha"** one position to the right and we get "**Do ha mm om as er**".  Then we receive **"Move Left 3"** -> **"Do ha om mm er"**  Checking the current state of the array on odd index positons.  **"Move Left 2"** -> **"Do om ha mm er"**  Invalid index, so we **do nothing**  We can't move the value at zero position to the left, so we **do nothing** Lastly, we have to **print** the collection as one word, so our output is: "**You crafted {Weapon name}!**" | |
|  | |
| ri|As|er|hb|ng  Move Left 1  Move Right 2  Move Right 3  Move Left 2  Done | You crafted Ashbringer! |

### JS Input

The input will be provided as an array of strings

|  |  |
| --- | --- |
| **Input** | **Output** |
| (["ha|Do|mm|om|er", "Move Right 0",  "Move Left 3",  "Check Odd",  "Move Left 2",  "Move Left 10",  "Move Left 0",  "Done"]) | ha mm  You crafted Doomhammer! |
| **Comments** | |
| First, we receive the **"Move Right 0"** command, so we move "**ha"** one position to the right and we get "**Do ha mm om as er**".  Then we receive **"Move Left 3"** -> **"Do ha om mm er"**  Checking the current state of the array on odd index positons.  **"Move Left 2"** -> **"Do om ha mm er"**  Invalid index, so we **do nothing**  We can't move the value at zero position to the left, so we **do nothing** Lastly, we have to **print** the collection as one word, so our output is: "**You crafted {Weapon name}!**" | |
|  | |
| (["ri|As|er|hb|ng",  "Move Left 1",  "Move Right 2",  "Move Right 3",  "Move Left 2",  "Done"]) | You crafted Ashbringer! |