

A1 – The Name Game

The classic song “The Name Game” shows how you can take any name and make a cute-sounding song about it. For example, “Jack”:

Jack, Jack, bo-back
Banana-fana fo-fack
Fee-fi-mo-mack
Jack!

This process can be used for any name, the general rule for a name X is:

(X) , (X) , bo-b($X - 1$)
Banana-fana fo-f($X - 1$)
Fee-fi-mo-m($X - 1$)
 X !

$(X - 1)$ here means the name X without the first letter. (The actual song removes the entire first consonant sound, but our rule will be to only remove the first letter)

The only exception comes when the name itself begins with a B, F, or M. In that case, the letter is not repeated in the line that adds that letter. So, for “Billy”:

Billy, Billy, bo-illy
Banana-fana fo-filly
Fee-fi-mo-milly
Billy!

Input:

The input for this problem will contain a single name, started with an upper-case letter, and will be a single string of letters, with no whitespace.

Output:

Print the entire name game for that name. Do not put extra blank lines at the end of the output.

Input and output samples:

Input:
Jack

Input:
Billy

Output:
Jack, Jack, bo-back
Banana-fana fo-fack
Fee-fi-mo-mack
Jack!

Output:
Billy, Billy, bo-illy
Banana-fana fo-filly
Fee-fi-mo-milly
Billy!