

## B6 – Volleyball Scoring

In “traditional” volleyball scoring (sometimes called “side-out scoring”, used in the Olympics before the 2000 games when they changed to “rally scoring”), a team can only score a point when they are serving. If a team serves and wins, they add a point to their score. If a team serves and does not get a point, there is no change to the score, and the serve goes to the other team (who then has a chance to score points). These rules mean it is possible to deduce the score of a game based on the knowledge of who won the various serves.

### Input:

A test case will start with a positive number  $S$  ( $\leq 100$ ), indicating the number of serves in the test case. There will then follow  $S$  values. Each value will either be the letter A (indicating Team A won the point) or the letter B (indicating Team B won the point). Team A always starts out serving. The game will go to 15 points, but a team has to win by at least two points to win the game, so it is possible for scores to be higher than 15.

### Output:

Output the line:

The score is x-y.

Where  $x$  and  $y$  are Team A’s and Team B’s points, respectively, in the current game.

It is possible for a match to end (because a team has reached 15 points or more and is ahead by at least two points). If this happens, disregard any remaining data in the test case, and output the line:

Team A/B has won the match with a score of x-y.

(You’ll say which team of A and B has won, of course)

### Input and output samples:

Input:
10 A B A A A B B B A A

Output:
The score is 4-2.

Input:
15 A A A A A A A A A A A A A A A

Output:
Team A has won the match with a score of 15-0.

Input:
4 B A B A

Output:
The score is 0-0.

Input:
5 B B B A B

Output:
The score is 0-2.