using System;

using System.Collections.Generic;

using System.Linq;

namespace Zadacha11

{

    class Program

    {

        static void Main(string[] args)

        {

            List<int> liquids = Console.ReadLine().Split(' ').Select(int.Parse).ToList();

            List<int> ingredients = Console.ReadLine().Split(' ').Select(int.Parse).ToList();

            int bread = 0, cake = 0, pie = 0, pastry = 0, n = liquids.Count;

            for (int i = 0; i < n; i++)

            {

                if (liquids.Count > 0 && ingredients.Count > 0)

                {

                    int food = liquids[0] + ingredients[ingredients.Count - 1];

                    if (food == 100) pie++;

                    if (food == 75) pastry++;

                    if (food == 50) cake++;

                    if (food == 25) bread++;

                    if (food == 25 || food == 50 || food == 75 || food == 100)

                    {

                        liquids.RemoveAt(0);

                        ingredients.RemoveAt(ingredients.Count - 1);

                    }

                    else

                    {

                        liquids.RemoveAt(0);

                        ingredients[ingredients.Count - 1] += 3;

                    }

                }

            }

            if (bread > 0 && cake > 0 && pie > 0 && pastry > 0)

                Console.WriteLine("Wohoo! You succeeded in cooking all the food!");

            else Console.WriteLine("Ugh, what a pity! You didn't have enough materials to cook everything.");

            if (liquids.Count == 0) Console.WriteLine("Liquids left: none");

            else Console.WriteLine("Liquids left: " + string.Join(", ", liquids));

            if (ingredients.Count == 0) Console.WriteLine("Ingredients left: none");

            else

            {

                ingredients.Reverse();

                Console.WriteLine("Ingredients left: " + string.Join(", ", ingredients));

            }

            Console.WriteLine("Bread: {0}", bread);

            Console.WriteLine("Cake: {0}", cake);

            Console.WriteLine("Fruit Pie: {0}", pie);

            Console.WriteLine("Pastry: {0}", pastry);

        }

    }

}