

Problem 2 - Boss Rush



Create a program that **checks** if **inputs** are **valid**. On the **first** line, you will **receive** a **number** that **indicates** how **many** **inputs** you will **receive** on the **following** lines.

You will read lines with a boss name and title, and you should check if they are valid, considering the following rules:

- **Boss** - the name should be
 - **In upper case letters**
 - **Minimum four letters long**
 - **Surrounded by " | "**
- **Title** – should:
 - **It contains exactly 2 words, and they contain only alphabetical letters and 1 whitespace between them.**
 - **Surrounded by "#"**
- The name and title should be split by a **single ":"**

Example for a valid input: **|GEORGI|:#Lead architect#**

If the input is valid. Print in the following format:

```
"{boss name}, The {title}
>> Strength: {length of the name}
>> Armor: {length of the title}"
```

If the input is invalid, print **"Access denied!"**

Input / Constraints

- On the **1st** line, you will receive the **number** of inputs.
- On the following **n** lines, you will have to **check** if a boss has a **valid name and title**.

Output

- **Print the output** with the **format** described above.

Examples

Input	Output
3 PETER :#Lead architect# GEORGE :#High Overseer# ALEX :#Assistant Game Developer#	PETER, The Lead architect >> Strength: 5 >> Armor: 14 GEORGE, The High Overseer >> Strength: 6 >> Armor: 13 Access denied!
3 STEFAN :#High Overseer# IVAN :#Master detective# KARL : #Marketing lead#	Access denied! IVAN, The Master detective >> Strength: 4 >> Armor: 16 Access denied!

JS Examples

Input	Output
(['3', ' PETER :#Lead architect#', ' GEORGE :#High Overseer#', ' ALEX :#Assistant Game Developer#'])	PETER, The Lead architect >> Strength: 5 >> Armor: 14 GEORGE, The High Overseer >> Strength: 6 >> Armor: 13 Access denied!
(['3', ' STEFAN :#High Overseer#', ' IVAN :#Master detective#', ' KARL : #Marketing lead#'])	Access denied! IVAN, The Master detective >> Strength: 4 >> Armor: 16 Access denied!