## Introduction

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| |  | | --- | | problem **0** | | **Return of  Spell Binder** | | y points | |  |
|  |  |

After his last defeat at the hands of Letterman, Spell Binder was sentenced to a year of prison time for vandalism of public words. During his time away he only grew more determined to sow his own peculiar brand of havoc. Spell Binder has created an army of speelbots whose dastardly purpose is to replace letters in words being used in public places. Letterman discovered one of these speelbots at Kelly's Custard stand, where the bot changed the CUSTARD into MUSTARD. That doesn't taste very nice at all, precious. Fortunately for Kelly and all of her customers, Letterman was able to change the M back into a C. However, Letterman cannot fight an entire army of speelbots on his own, nor does he have any computer skills to write his own bot.

Write a program that can undo the havoc caused by Spell Binder's speelbots.

# Sample Input

The input will consist of a single word followed by two groups of one or more letters, all separated by spaces.

*Example 1*

MUSTARD M C

*Example 2*

JUNK J TR

*Example 3*

MONSTER ON A

# Sample Output

The program must correct the input word by replacing the letters of the first group with the letters of the second group and print the corrected word.

*Example 1*

CUSTARD

*Example 2*

TRUNK

*Example 3*

MASTER