Problem 1

Maria wants to make a firework show for the wedding of her best friend.

We should help her to make the perfect firework show.

First, you will be given a **sequence of integers representing firework effects**. Afterwards you will be given another **sequence of integers representing explosive power**.

You need to start from the **first firework effect** and try to mix it with the **last explosive power**. If the **sum** of their values is:

- **divisible by 3, but it is not divisible by 5 – create Palm firework** and **remove both** materials
- **divisible by 5, but it is not divisible by 3 – create Willow firework** and **remove both** materials
- **divisible by both 3 and 5 – create Crossette firework** and **remove both** materials

Otherwise, **decrease** the value of the **firework effect by 1** and **move** it at the **end** of the sequence. Then, try to mix the same **explosive power** with the next **firework effect.**

If any value is **equal to or below 0,** you should **remove it** from the sequence **before trying to mix it with the other.**

When you have **successfully prepared enough fireworks for the show** or you have **no more firework punches** or **explosive power,** you need to stop mixing.

To make the perfect firework show, Maria needs **3 of each** of the **firework types.**

Input

- On the **first line**, you will receive the integers representing the **firework effects, separated** by **", "**.
- On the **second line**, you will receive the integers representing the **explosive power, separated** by **", "**.

Output

- On the **first** line, print:
  - if Maria **successfully prepared** the firework show: **"Congrats! You made the perfect firework show!"**
  - if Maria **failed** to prepare it: **"Sorry. You can't make the perfect firework show."**
- On the **second** line, print all firework effects left **if there are any**:
  - **"Firework Effects left: {effect1}, {effect2}, (…)"**
- On the **third** line, print all explosive fillings left **if there are any**:
  - **" Explosive Power left: {filling1}, {filling2}, (…)"**
- Then, you need to print **all** fireworks and the **amount you have of them**:
  - **"Palm Fireworks: {count}"**
  - **"Willow Fireworks: {count}"**
  - **"Crossette Fireworks: {count}"**

Constraints

- All the given numbers will be integers in the range **[-100, 100]**.
- There will be no cases with empty sequences.

Examples

Input	Output
5, 6, 4, 16, 11, 5, 30, 2, 3, 27 1, 13, 5, 3, -7, 32, 19, 3, 5, 7, 22	Congrats! You made the perfect firework show! Palm Fireworks: 4 Willow Fireworks: 3 Crossette Fireworks: 3
Comment	
1) 5 + 22 = 27 is devisible by 3 -> Palm Firework. Remove both. 2) 6 + 7 = 13 -> can't create firework. Firework effect should be decreased with 1 -> 5 and moved at the end 3) 4 + 7= 11 -> can't create firework. Firework effect should be decreased with 1 -> 3 and moved at the end 3) 16 + 7 = 23 -> can't create firework. Firework effect should be decreased with 1 -> 15 and moved at the end 4) 11 + 7 = 18 is devisible by 3 -> Palm Firework. Remove both. 5) 5 + 5 = 10 is devisible by 5 -> Willow Firework. Remove both. 6) 30 + 3 = 33 is devisible by 3 -> Palm Firework. Remove both. 7) 2 + 19 = 21 is devisible by 3 -> Palm Firework. Remove both. 8) 3 + 32 = 35 is devisible by 5 -> Willow Firework. Remove both. 9) (-7) is negative, so we remove it before mixing. 10) 27 + 3 = 30 is devisible by 5 and 3 -> Crossette Firework. Remove both. 11) 5 + 5 = 10 is devisible by 5 -> Willow Firework. Remove both. 12) 3 + 13 = 16 -> can't create firework. Firework effect should be decreased with 1 -> 2 and moved at the end 13) 15 + 13 = 28 -> can't create firework. Firework effect should be decreased with 1 -> 14 and moved at the end 14) 2 + 13 = 15 is devisible by 5 and 3 -> Crossette Firework. Remove both. 15) 1 + 14 = 15 is devisible by 5 and 3 -> Crossette Firework. Remove both. We have enough fireworks to make a firework show.	

Input	Output
-15, -8, 0, -16, 0, -22 10, 5	Sorry. You can’t make the perfect firework show. Explosive Power left: 10, 5 Palm Fireworks: 0 Willow Fireworks: 0 Crossette Fireworks: 0
Comment	
After removing all the invalid integers, the firework effects’s sequence is empty and the program ends.	