# Wild Survival

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| Honey Bee Cartoon Graphic · Creative Fabrica | Bee Eater Stock Illustrations – 1,381 Bee Eater Stock Illustrations,  Vectors & Clipart - Dreamstime |

*Bees: Nature's diligent pollinators, sustaining life with every buzz and bloom. Bee-eaters: Elegant hunters, who balance ecosystems with precision and grace.*

On the **first line**, you will be given a **sequence** containing **integers** representing **bee groups** that live in a **beehive**.

On the **second line**, you will be given **another sequence of integers** representing **bee-eaters groups** living near the **beehive**.

**Bees** and **bee-eaters** are eternal **enemies** and are always fighting. **Bees** are known as the **defenders** of their **hive** while the **bee-eaters** are known as the **attackers**.

Until **there are bees** **and bee-eaters** available, the program will **continue** running.

You need to **compare** the **first** **group** of **bees** to the **last group** of **bee-eaters** (See the [**Examples**](#_Examples)):

* They start a **fight until at least one of the groups is defeated**.

**One bee-eater can kill 7** (seven) **bees at once**, **per each fight**, then **dies**.

If **one attacker** needs to fight **fewer defenders** in number (**less than 7**), it **survives** while the **defenders** are considered **defeated**. In the **next battle**, it **can kill 7** (seven) **defenders again**.

* + If the **bee-eaters** from the **current** **fighting** group **win** (there are **0** (zero) **remaining bees** in the **corresponding** group) **return** the **survived** **bee-eaters** to the **sequence** (in their initial position). The **defeated bee group is removed**.
  + If the **bees** from the **current** **fighting** group **win**, (there are**0** (zero) **remaining bee-eaters** of the **corresponding group**) **add** the **bees** **that survived** to the **back** of the **bees collection**. The **defeated group** of **bee-eaters is removed**.
  + If the result is a **draw**, **remove** **both groups** from **their collections** and proceed to the next ones.

## Input / Constraints

* On the **first line**, you will receive **integers** representing the **bee groups**, separated by a **single space**. (See the [**Examples**](#_Examples))
* On the **second line**, you will receive **integers** representing the **bee-eaters groups**, separated by a **single space**. (See the [**Examples**](#_Examples))
* The given numbers will be **valid positive** **integers** in the range **[1 - 100]** inclusive.

## Output

The output of your program should be **printed** on the **Console**, on **separate lines**, depending on the following **outcome variations**:

* On the **first** line:

**"The final battle is over!"**

* On the **second** line:
  + If **bees** and **bee-eaters** have **slaughtered** each other, print:

**"But no one made it out alive!"**

* + If there are **bees** that **survived**, print:

**"Bee groups left: {bee\_group1, bee\_group2, …, bee\_groupN}"**

* + - Print the **bee** **groups** in their **current** **order**, **separated by comma** and **space** **", "**.
  + If there are **bee-eater** **groups** that have **survived**, print:

**"Bee-eater groups left: {bee\_eaters\_group1, …, bee\_eaters\_groupN}"**

* + - Print the **bee-eater** **groups** in their current order, **separated by comma** and **space** **", "**.

## Examples

|  |  |  |
| --- | --- | --- |
| ****Input**** | ****Output**** | ****Comment**** |
| **32 42 7 28 3**  **1 5 6** | The final battle is over!  Bee groups left: **21** | We start with the **first** **group** of **bees** and the **last group** of **bee-eaters**: 32 vs 6.  They begin to fight until **one** of the **groups defeats** the **other**. Each bee-eater **can kill 7** bees in the **current battle** before dying:  32 vs 6 -> 25 vs 5 -> 18 vs 4 -> 11 vs 3 -> 4 vs 2 -> 0 vs 2  **4** fighting **bee-eaters** die, killing **28 bees** (4x7=28)  The last **2** fighting **bee-eaters** **defeat** the **remaining 4** **bees** and **survive the battle**. The **bee group** is **removed** from its collection. Finally, the **2 bee-eaters** go back to the **initial position** of their **collection**:  **42 7 28 3**  **1 5 2**  **The next fight continues with the next group of bees:**  **42 vs 2 -> 35 vs 1 -> 28 vs 0**  **The fighting bees kill all bee-eaters from the group, part of them survive and go to the back of their collection:**  **7 28 3 28**  **1 5**  The third battle begins with 7 vs 5.  7 vs 5 -> 0 vs 4  **Four bee-eaters survive** and go **back to their initial** **position** in the sequence. 0 **bees** left, so their group is **removed**.  **28 3 28**  **1 4**  **The next battle results in a draw: 28 vs 4 -> 21 vs 3 -> 14 vs 2 -> 7 vs 1 -> 0 vs 0, and no one survives. Both groups are removed.**  **3 28**  **1**  **Next, we have 3 vs 1. The bee-eater wins over the three bees. They are removed and the bee-eater is returned to its collection.**  **28**  **1**  **28 vs 1 -> 21 vs 0**  **The remaining 21 bees from the group survive and go to the end of their sequence. As there are no bee-eater groups left the program finishes.**  **21**  **Finally, only one group of bees survived, containing 21 bees.** |
| **21 14 14 7**  **1 2 2 3** | The final battle is over**!**  But no one made it out alive! | **The first group of bees fights the last group of bee-eaters: 21 vs 3.**  21 vs 3 -> 14 vs 2 -> 7 vs 1 -> 0 vs 0 results in a **draw**.  **14 14 7**  **1 2 2**  **14 vs 2 -> 7 vs 1** -> 0 vs 0 **results in another draw.**  **14 7**  **1 2**  **14 vs 2 -> 7 vs 1** -> 0 vs 0 **results in a third draw.**  7  1  7 vs 1 -> 0 vs 0 results in a final **draw**. **No groups left**. |
| **14 6**  **1 3 2** | The final battle is over**!**  Bee-eater groups left: **1, 3** | **14 vs 2 results in a draw. Both groups are removed.**  **6**  **1 3**  **6 vs 3 -> 0 vs 3**  **The last group of 6 **bees** fights against a group of 3 **bee-eaters**. Bees are **defeated** while the 3 **attackers** **survive** and **return** to their initial position in the collection.**  1 3  **No bee groups left** and the **program** **finishes**. |