# Problem 3. Star Enigma

The war is in its peak, but you, young Padawan, can turn the tides with your programming skills. You are tasked to create a program to **decrypt** the messages of The Order and prevent the death of hundreds of lives.

You will receive several messages, which are **encrypted** using the legendary star enigma. You should **decrypt the messages**, following these rules:

To properly decrypt a message, you should **count all the letters** **[s, t, a, r]** – **case insensitive** and **remove** the count from the **current ASCII value of each symbol** of the encrypted message.

After decryption:

Each message should have a **planet name, population, attack type ('A', as attack or 'D', as destruction) and soldier count.**

The planet name **starts after** **'@'** and contains **only letters from the Latin alphabet**.

The planet population **starts after ':'** and is an **Integer**;

The attack type may be **"A"(attack) or "D"(destruction)** and must be **surrounded by "!"** (exclamation mark).

The **soldier count** starts after **"->"** and should be an Integer.

The order in the message should be: **planet name -> planet population -> attack type -> soldier count.** Each part can be separated from the others by **any character except: '@', '-', '!', ':' and '>'.**

## Input / Constraints

* The **first line** **holds n** – the number of **messages**– **integer in range [1…100];**
* On the next **n** lines, you will be receiving encrypted messages.

## Output

After decrypting all messages, you should print the decrypted information in the following format:

First print the attacked planets, then the destroyed planets.  
"Attacked planets: {attackedPlanetsCount}"  
"-> {planetName}"  
"Destroyed planets: {destroyedPlanetsCount}"  
"-> {planetName}"

The planets should be **ordered by name** **alphabetically.**

## Examples

|  |  |  |
| --- | --- | --- |
| **Input** | **Output** | **Comments** |
| 2  **ST**CDoghudd4=63333$D$0**A**53333  EHf**s**y**ts**nhf?8555&I&2C9555**SR** | Attacked planets: 1  -> Alderaa  Destroyed planets: 1  -> Cantonica | We receive two messages, to decrypt them we calculate the key:  First message has decryption key 3. So we substract from each characters code 3.  **PQ@Alderaa1:30000!A!->20000**  The second message has key 5.  **@Cantonica:3000!D!->4000NM**  **Both messages are valid** and they contain planet, population, attack type and soldiers count.  After decrypting all messages we print each planet according the format given. |
| **Input** | **Output** | **Comments** |
| 3  **tt**(''DG**s**vywge**r**x>6444444444%H%1B9444  GQh**rr**|**A**977777(H(**TTTT**  EHf**s**y**ts**nhf?8555&I&2C9555**SR** | Attacked planets: 0  Destroyed planets: 2  -> Cantonica  -> Coruscant | We receive three messages.  Message one is decrypted with key 4:  **pp$##@Coruscant:2000000000!D!->5000**  Message two is decrypted with key 7:  **@Jakku:200000!A!MMMM**  This is **invalid message**, missing soldier count, so we continue.  The third message has key 5.  **@Cantonica:3000!D!->4000NM** |

"It’s a trap!" – Admiral Ackbar