HorseBarn.java   **HorseBarn.txt**

Stroudonia Farms has a stable where all the Glorious Leader's horses are kept. Recently, in order for Stroud to build his 5.7 billion dollar garden gnome, Stroud has sold some of his horse stock. You need to write a program that will reorder the remaining horses in the closest stables next to each other (Glorious Leader does not like to walk far and woe to those who make him) without disturbing their original order which is based on his favorite to his least favorite.

The textfile will contain one number which indicates the number of stables in the barn. An empty stable will be represented by a blank line. The output will print EMPTY for any empty stables.

Sample text file

```
10
Felicia


Cat Balou
Jerimiah

El Diablo Don Juan

Sufferin Sucotash
Laurance
```

Sample output

```
Original Barn Order:
Stable 1: Felicia
Stable 2: EMPTY
Stable 3: EMPTY
Stable 4: Cat Balou
Stable 5: Jerimiah
Stable 6: EMPTY
Stable 7: El Diablo Don Juan
Stable 8: EMPTY
Stable 9: Sufferin Sucotash
Stable 10: Laurance
Reordered Barn:
Stable 1: Felicia
Stable 2: Cat Balou
Stable 3: Jerimiah
Stable 4: El Diablo Don Juan
Stable 5: Sufferin Sucotash
Stable 6: Laurance
Stable 7: EMPTY
Stable 8: EMPTY
Stable 9: EMPTY
Stable 10: EMPTY
```