

1. Pokemon Stats

Pokemon have a variety of stats associated with them. For this example, I'm drawing data from

<https://gist.github.com/armgilles/194bcff35001e7eb53a2a8b441e8b2c6>

For example, the Pokemon named Caterpie has an HP of 45, Blastoise has an hp of 79, and Victreebel has an hp of 80.

This information provided to standard input would look like this:



```
Name:Caterpie,Blastoise,Victreebel,  
HP:45,79,80,
```

You need to write a program in the file "Pokemon_Stats/main.cpp" that can read input like described above and output it in this form:



```
Name,HP,  
Caterpie,45,  
Blastoise,79,  
Victreebel,80,  
  
Max:  
Victreebel,80,
```

The input will always consist of two lines starting with the column name and the elements will be separated by commas. The second line will consist of positive integers. The example input (also the first test case is also provided for ease of testing using file redirection).