### Input

* The **possible** commands are:
  + **"Add {particle} {index}"**
  + **"Remove {index}"**
  + **"Check Even"**
  + **"Check Odd"**
  + **"Done"**

### Output

* The **possible** outputs are:
  + **"You crafted {weaponName}!"**

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| pa|Do|ha|mm|er Remove 0  Add om 1  Check Even  Done | Do ha er  You crafted Doomhammer! |
| As|hb|ri|ng|er  Remove 10  Add lo 5  Check Odd  Done | hb ng  You crafted Ashbringer! |
| Ta|es|to|la|ch  Add pa 8  Add ha 2  Remove 3  Done | You crafted Taeshalach! |

### JS Examples

The input will be provided as an array of strings.

|  |  |
| --- | --- |
| **Input** | **Output** |
| (["pa|Do|ha|mm|er", "Remove 0",  "Add om 1",  "Check Even",  "Done"]) | Do ha er  You crafted Doomhammer! |
| (["As|hb|ri|ng|er",  "Remove 10",  "Add lo 5",  "Check Odd",  "Done"]) | hb ng  You crafted Ashbringer! |
| (["Ta|es|to|la|ch",  "Add pa 8",  "Add ha 2",  "Remove 3",  "Done"]) | You crafted Taeshalach! |