6. JSON

Program Name: Json.java   Input File: json.dat

You are writing a program that needs to interact with javascript programs and find that you need to share objects in the JSON format. You will be given a list of instructions then be requested to print certain objects in the JSON format. JSON objects are instantiated at first by simply stating an object and assigning a value to an associated key, like this: "object.key = value".

For example: `cake.ingredient = sugar` and `cake.bake = oven` instantiates the `cake` object, and assigns two mappings: `ingredient = sugar`, and `bake = oven`.

You can then print these objects with the command `print(<object>)`. The output format for printing is `{key : value, key : value… key : value}` where curly braces are at the beginning and end, a comma and space after all values but the last one, with spaces on each side of each colon. They are printed in the order they were assigned to the object, and for this exercise no key will be updated with a new value. All printed objects are guaranteed to have at least one attribute assigned before a print statement.

For example: `print(cake)` will print "`{ingredient : sugar, bake : oven}`"

Input

The first line will contain a value T with T command lines to follow. Each command line will be either an assignment statement or a print command. The word "print" is reserved and will not be used as an identifier for any object, key, or value.

Output
Each time a print command is encountered, print out the object.

Constraints

`1 <= T < 20`

Example Input File
```
6
cake.ingredient = sugar
print(cake)
cake.bake = oven
print(cake)
dog.treat = bone
print(dog)
```

Example Output to Screen
```
{ingredient : sugar}
{ingredient : sugar, bake : oven}
{treat : bone}
```