# 02. The Squirrel

*An intern from a big company must solve the game - "The squirrel". He doesn't have enough experience, so he needs your help.*

**Here are the rules of the game:**

The game starts with 0 collected hazelnuts. **Your goal is to collect all of them.**

You get as input the size of the field, which will be always a **square shape**. After that, you will receive the directions in which the squirrel can move – **`"left"`**, **`"right"`**, **`"down"`**, and **`"up"`** in a sequence, each value separated by a comma and a space (", "). On the next rows, you will receive the field.

Possible characters in the field:

- **s** - represents the squirrel's position.
- **h** – represents a hazelnut.
- ***** – the asterisk represents an empty position.
- **t** – represents a trap.

The squirrel starts from the **s - position**.

- If the squirrel steps on a hazelnut, you have to **increase them by 1**. You have to track the number of hazelnuts because you may need them. The field should be marked with an **asterisk** (*****).
    - If the squirrel **collects all 3 hazelnuts**, the game ends and the **squirrel stays in its last position**.
- **Asterisk ("*") does nothing**, so nothing happens if the squirrel **steps on** it.
- If it steps on a trap, **the game ends and the squirrel disappears from the screen**.
- If the squirrel moves **out** of the field, **the game ends and disappears from the screen**.

After all commands you will have 4 possible results:

- **You win if the squirrel collects all of the hazelnuts.**
- **The squirrel has collected less than 3 hazelnuts.**
- **The squirrel steps on a trap.**
- **The squirrel moves out of the field.**

## Input

- **On the first line, you will receive the length of the field – an integer number in the range [3, 5].**
- **On the second line, you will receive the commands to move the squirrel – an array of strings separated by ", ".**
- **In the next N lines, you will receive the values for every row.**

## Output

- **On the first line:**
  - If the squirrel goes out of the field - **"The squirrel is out of the field."**.
  - If the squirrel steps on a trap - **"Unfortunately, the squirrel stepped on a trap..."**.
  - If the squirrel hasn't collected all hazelnuts - **"There are more hazelnuts to collect."**.
  - If the squirrel has collected all hazelnuts - **"Good job! You have collected all hazelnuts!"**.
- On the second line, print the **number of collected hazelnuts** - **"Hazelnuts collected: {hazelnuts_count}"**

## Constraints

- The size of the field will be between **[3,5]**.
- There could be **one** or **no trap** on the field.
- There will always be **3 hazelnuts on the field**.

## Examples

| Input | Output | Comments |
|---|---|---|
| 5<br>left, left, up, right, up, up<br>**h**<br>t****<br>*h***<br>*h*s*<br>***** | Good job! You have collected all hazelnuts!<br>Hazelnuts collected: 3 | The squirrel moves 2 times to the left and collects its first hazelnut. After that collect the second one. Finally, with the last "**up**" command, the squirrel collects its final hazelnut. |
| 4<br>down, down, right, right<br>*s*h<br>***h<br>***t<br>h*** | Unfortunately, the squirrel stepped on a trap...<br>Hazelnuts collected: 0 | |
| 4<br>down, down, right, right<br>h***<br>***h<br>*s*t | The squirrel is out of the field.<br>Hazelnuts collected: 0 | |

| | | |
|---|---|---|
| **h* | | |