

# Software Bugs

The biggest problem for all software developers are bugs. You definitely know the situation when a user calls to say "I've found a bug in your program". Once you have found and removed the bug, another one appears immediately. It is a hard and never-ending process. Recently, there appeared a promising open-source initiative called "bug-preprocessor". The bug-preprocessor is a program able to find all bugs in your source code and mark them, so they are relatively easy to be removed. Your task is to write a program that will remove all marked bugs from the preprocessed source code.

## Input Specification

The input contains a text representing the preprocessed source code, an unspecified number of lines of text, some of them may be empty. Bugs are represented by a case-sensitive string "BUG". The text is terminated by the end of file. No line in the input will be longer than 100 characters.

## Output Specification

Your program must remove all of the bugs from the input and print a text that does not contain any BUG strings. Nothing else than bugs may be removed, not even spaces.

## Example

### Input:

```
print "No bugs here..."

void hello() {
BUGBUG
printfBUG("Hello, world!\n");
}

wriBUGBUGtelBUGn("Hello B-U-G");
```

### Output:

```
print "No bugs here..."

void hello() {
printf("Hello, world!\n");
}

writeln("Hello B-U-G");
```