## String Explosion

Explosions are marked with **'**>**'**. Immediately after the mark, there will be an **integer** x, which signifies the **strength** of the explosion. You should **remove** x **characters**,starting **after** the punch **character** (**'**>**'**). If you find **another** explosion mark (**'**>**'**) while you are deleting characters, you should **add** the **strength** to your **previous** **explosion**. You should **not** delete the **explosion** character – **'**>**'**.

When all characters are processed, **print** the final string.

### Constraints

* You will **always** receive a **strength** for the punches
* The path will consist only of letters from the **Latin** **alphabet**, **integers** and the char **'**>**'**
* The strength of the punches will be in the interval [0…9]

### Examples

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| --- | --- | --- |
| **Input** | **Output** | **Comments** |
| abv>1>1>2>2asdasd | abv>>>>dasd | 1st explosion is at index **3** and it is with **strength** of **1**. We delete **only** the **digit** **after** the explosion character. The string will look like this: abv>>1>2>2asdasd  2nd explosion is with strength **one** and the string transforms to this: abv>>>2>2asdasd  3rd explosion is now with strength of 2. We delete the digit and we find **another** explosion. At this point the string looks like this: abv>>>>2asdasd.  4th explosion is with strength **2**. We have **1** strength **left** from the previous explosion, we **add** the strength of the **current** explosion to what is **left** and that adds up to a **total** strength of **3**. We **delete** the next **three** **characters** and we **receive** the **string** abv>>>>dasd  We do **not** have **any more explosions** and we print the result: abv>>>>dasd |
| pesho>2sis>1a>2akarate>4hexmaster | pesho>is>a>karate>master |  |