**String Tokenizer 3**

In a cricket match, it is now a common practice to display the decision (Out or Not Out), Winner Team, Player of the match via the large screen scoreboard that is available in the ground. Write a program to display the third umpire decisions or any other match details on large screen score board in the format as mentioned in the sample output.  
  
Use String Tokenizer methods hasMoreTokens(), nextToken() to display the result. . Include a class UserMainCode with a static method called **display**which accepts a string and its return type is void. In this method display the details as given in sample input and output.  
  
Create a Class Main which would be used to accept  a string and call the static method called **display** present in UserMainCode.

**Input Format:**

First line of the input is a string S, that corresponds to the result to be displayed on screen.

**Output Format:**

Output should print the above result  in line after line.

**Sample Input:**

**Virat Kohli is the player of the match**

**Sample Output:**  
  
Virat  
  
Kohli  
  
is  
  
the  
  
player  
  
of  
  
the  
  
match

import java.util.Scanner;

public class Main {

public static void main(String[] args) {

// TODO Auto-generated method stub

Scanner sc=new Scanner(System.in);

String S=sc.nextLine();

UserMainCode.display(S);

sc.close();

}

}

import java.util.StringTokenizer;

public class UserMainCode {

public static void display(String S)

{

StringTokenizer st = new StringTokenizer(S, " ");

while(st.hasMoreTokens())

{

System.out.println(st.nextToken());

}

}

}