PSH: Rock, Paper, Scissors, Lizard, Spock

Rock, Paper, Scissors, Lizard, Spock is a game, invented by Sam Kass and Karen Bryla, that expands the Rock, Paper, Scissors game. It is a favorite of the character Sheldon from the TV Show, *The Big Bang Theory*.

The rules of the game are as follows:

```
Scissors cuts Paper
Paper covers Rock
Rock crushes Lizard
Lizard poisons Spock
Spock smashes Scissors
Scissors decapitates Lizard
Lizard eats Paper
Paper disproves Spock
Spock vaporizes Rock
(and as it always has) Rock crushes scissors
```

Below is a graphical representation from *The Big Bang Theory's* wiki:

Your task is to write a program that evaluates games of Rock, Paper, Scissors, Lizard, Spock.

Additional Requirements

Your program *MUST* include a private class called "Move". The "Move" class will contain two attributes, a name and an action, and methods called beats, getName, setName, and setAction. The beats method will take a single argument, of type Move, and return a boolean value. If the current Move object beats the argument move, this method should return true; otherwise, it should return false. The getter and setter methods should be structured as usual.

Input Format

The input will consist of 0 or more lines of input with the following format:

```
[Player 1] [Choice 1] [Player 2] [Choice 2]
```

where

- [Player 1] is the name of the first player, as an alphabetic string with a single initial capital letter followed by one or more lower case letters

- [Choice 1] is the move that Player 1 made, which if it is a legal move, will be one of the following "Lizard", "Paper", "Rock", "Scissors", or "Spock". If it is an illegal move, it will be a non-empty alphanumeric string.

- [Player 2] is the name of the second player, as an alphabetic string with a single initial capital letter followed by one or more lower case letters

- [Choice 2] is the move that Player 2 made, which if it is a legal move, will be one of the following "Lizard", "Paper", "Rock", "Scissors", or "Spock". If it is an illegal move, it will be a non-empty alphanumeric string.

Output Format

For each line of output, you should create a line with the following format:

```
[Player] wins!
```

Where [Player] is replaced by the name of the winner.

Notes:

- In the case of a tie where both players made legal moves, the person whose name is first alphabetically wins.

- If one player makes an illegal move, the other player wins.

- If both players make illegal moves, the player whose name is last alphabetically wins.

Sample Input

```
Sheldon Spock Raj Spock
Penny Lizard Sheldon Spock
Kripke Stapler Walowitz Paper
Leonard Kirk Raj Piccard
```

Sample Output

```
Raj wins!
Penny wins!
Walowitz wins!
Raj wins!
```

Explanation

It is a tie with legal moves, so since "Raj" < "Sheldon", Raj wins.

Lizard poisons Spock, so Penny wins.

Stapler is an illegal move, so Walowitz wins.

Both moves are illegal, so the player with the name that occurs last in alphabetical order wins.