## Input

* The **possible** commands are:
  + **"EndDay"**
  + **"Add: {animal\_name}-{needed\_food\_quantity}-{area}"**
  + **"Feed: {animalName}-{food}"**

## Output

* The **possible** outputs are:
* **"{animalName} was successfully fed"**
* **"Animals:"**

**" {animal\_name} -> {needed\_food\_quantity}g"**

**...**

**" {animal\_name} -> {needed\_food\_quantity}g"**

* **"Areas with hungry animals:"**

**" {area\_name}: {number\_of\_hungry\_animals}"**

**...**

**" {area\_name}: {number\_of\_hungry\_animals}"**

## Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| Add: Adam-4500-ByTheCreek  Add: Maya-7600-WaterfallArea  Add: Maya-1230-WaterfallArea  Feed: Jamie-2000  EndDay | Animals:  Maya -> 8830g  Adam -> 4500g  Areas with hungry animals:  ByTheCreek: 1  WaterfallArea: 1 |
|  | |
| Add: Jamie-600-WaterfallArea  Add: Maya-6570-WaterfallArea  Add: Adam-4500-ByTheCreek  Add: Bobbie-6570-WaterfallArea  Feed: Jamie-2000  Feed: Adam-2000  Feed: Adam-2500  EndDay | Jamie was successfully fed  Adam was successfully fed  Animals:  Bobbie -> 6570g  Maya -> 6570g  Areas with hungry animals:  WaterfallArea: 2 |
|  | |
| Add: Bonie-3490-RiverArea  Add: Sam-5430-DeepWoodsArea  Add: Bonie-200-RiverArea  Add: Maya-4560-ByTheCreek  Feed: Maya-2390  Feed: Bonie-3500  Feed: Johny-3400  Feed: Sam-5500  EndDay | Sam was successfully fed  Animals:  Maya -> 2170g  Bonie -> 190g  Areas with hungry animals:  ByTheCreek: 1  RiverArea: 1 |

## JS Input / Output

|  |  |
| --- | --- |
| **Input** | **Output** |
| (["Add: Adam-4500-ByTheCreek",  "Add: Maya-7600-WaterfallArea",  "Add: Maya-1230-WaterfallArea",  "Feed: Jamie-2000",  "EndDay"]) | Animals:  Maya -> 8830g  Adam -> 4500g  Areas with hungry animals:  ByTheCreek: 1  WaterfallArea: 1 |
|  | |
| (["Add: Jamie-600-WaterfallArea",  "Add: Maya-6570-WaterfallArea",  "Add: Adam-4500-ByTheCreek",  "Add: Bobbie-6570-WaterfallArea",  "Feed: Jamie-2000",  "Feed: Adam-2000",  "Feed: Adam-2500",  "EndDay"]) | Jamie was successfully fed  Adam was successfully fed  Animals:  Bobbie -> 6570g  Maya -> 6570g  Areas with hungry animals:  WaterfallArea: 2 |
|  | |
| (["Add: Bonie-3490-RiverArea",  "Add: Sam-5430-DeepWoodsArea",  "Add: Bonie-200-RiverArea",  "Add: Maya-4560-ByTheCreek",  "Feed: Maya-2390",  "Feed: Bonie-3500",  "Feed: Johny-3400",  "Feed: Sam-5500",  "EndDay"]) | Sam was successfully fed  Animals:  Maya -> 2170g  Bonie -> 190g  Areas with hungry animals:  ByTheCreek: 1  RiverArea: 1 |