**16. Recruits**

# Program Name: Recruits.java Input File: recruits.dat

A team is a group of at most 3 people. You are in charge of handling the people who are interested in joining teams. Given a list of raw data consisting of recruits and a team they want to be on, sort them into respective teams and print them out in a more friendly format. Teams are created on a first come, first serve basis. If somebody wants to join a team that already has 3 people, they will not be able to join.

**Input**

The first line of input will contain a single integer n that indicates how many test cases to follow. The first line of each test case will be a single integer r that indicates the number of recruits that signed up. Each of the following lines consists of the recruit’s name, then a dash -, followed by their preferred team’s name. If a recruit does not have a preferred team, they will be placed with other team-less recruits and recruits who could not get into their preferred team.

**Output**

Output each team’s name followed by the members of the team, both in alphabetical order. Any recruits without a team will be placed a team named Untitled Team X, where X is a number that starts at 1 and increments for each untitled team that is created. The untitled teams will be sorted together with the titled teams in alphabetical order. Separate each team with a newline, and separate each test case with ----- (5 dashes). There will also be a newline both in front of and after each set of dashes.

**Example Input File**

2

8

Alex-Team A

Mihir-Team A

Zeki-Team B

Ashay-Team A

Sidh-Team A

Ronak-Team B

Tristan

Ral

6

ASDF-GHJK

QWERTY

2539

J-J

foo

bar

**Example Output to Screen**

Team A

Alex

Ashay

Mihir

Team B

Ronak

Zeki

Untitled Team 1

Ral

Sidh

Tristan

-----

GHJK

ASDF

J

J

Untitled Team 1

2539

foo

QWERTY

Untitled Team 2

bar

-----