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The Virtual Learning Environment for Computer Programming

Animal Friends

There are a number of animals who are friends with each other. Help them keep track of who is friends with who. Each animal has a name and a species among the four types "elephant", "frog", "cat", or undefined.

Input

The input starts with an integer *N* denoting the number of animals. The next *N* lines are on the format "<animal type><animal name>", where <animal type> is the type of the animal (Elephant, Frog, Cat or Animal) and <animal name> is the name of the animal.

The next line has an integer *K* denoting the number of pairs of animals who are friends with each other. The next *K* lines are on the format "<name 1>–<name 2>", where <name 1> and <name 2> are the names of the two animals who are friends.

Output

For each animal in the order they appear in the input, print two lines:

X is of the species Y X is friends with AA, BB, CC, ...

All placeholders (X, Y, AA, BB, CC) should be replaced with the appropriate name or species (see the sample output for an example).

Sample input

4 Animal Pikatxu Elephant Jumbo Frog Kermit Cat Puss in Boots 3 Pikatxu-Jumbo Pikatxu-Kermit Kermit-Puss in Boots

Sample output

Pikatxu is of the species ...undefined... Pikatxu is friends with Jumbo, Kermit Jumbo is of the species elephant Jumbo is friends with Pikatxu Kermit is of the species frog Kermit is friends with Pikatxu, Puss in Boots Puss in Boots is of the species cat Puss in Boots is friends with Kermit

Problem information

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