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The Virtual Learning Environment for Computer Programming

Casino P40902_en

Write a program to compute the profits of the players of a casino. The operations that can be done are: enter the casino, leave the casino, or win a quantity (maybe negative) of money.

Input

Input consists of several operations. If a player enters the casino, we have his name followed by "enters". If a player leaves the casino, we have his name followed by "leaves". When a player wins a quantity (maybe negative), we have his name followed by "wins" followed by the quantity of money won (an integer number).

Output

Every time that a player leaves the casino, print the total quantity of money that he or she has won (it can be negative).

At the end, print a line with 10 dashes, followed by a list sorted by name of the profits of the players that did not left yet. Print also an error line for each incorrect operation, that is, entering the casino when the player is already inside, or leaving or winning money when the player has not entered yet.

Sample input 1

Anna enters Anna wins 50 Anna wins -200 Anna leaves Omer enters Jordi enters Omer wins 100 Miquel enters Omer wins -40 Omer leaves Jordi wins 30 Omer enters Omer wins -20

Sample input 2

```
Amalia leaves
Berta wins 3
Cristina enters
Cristina wins 7
Cristina enters
Cristina leaves
Cristina leaves
```

Problem information

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Sample output 1

```
Anna has won -150
Omer has won 60
-----
Jordi is winning 30
Miquel is winning 0
Omer is winning -20
```

Sample output 2

```
Amalia is not in the casino
Berta is not in the casino
Cristina is already in the casino
Cristina has won 7
Cristina is not in the casino
-----
```

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