# Problem 4. CODE: Phoenix Oscar Romeo November

The fire creatures are assembling in squads to fight The Evil Phoenix God. You have been tasked to determine which squad is the strongest, so it will be sent as The Vanguard.

You will begin receiving input lines containing information about fire creatures in the following format:

{creature} -> {squadMate}

The creature and the squadMate are **strings**. You should store every **creature**, and his **squad mates**. If the **creature** already **exists**, you should **add** the **new squad mate** to it.

* If there is **already** a **squad mate** with the **given name** in the **given creature’s squad**, **IGNORE** that **line** of **input**.
* If the **given squad mate name** is the **same** as the **given** **creature**, **IGNORE** that **line** of **input**.

The **input sequence ends** when you receive the command “Blaze it!”.

When that happens you must **print** the **creatures ordered** in **descending** order by **count** of **squad mates**. Sounds simple right? But there is one little **DETAIL**.

If a particular creature has a squadMate, and that squadMate has that creature in his squadMates, you **should NOT consider** them as **part** of the **count** of **squad mates**.

**Example**:

Creature 1: **Mozilla** -> {Tony, Dony, Mony}

Creature 2: **Tony** -> {Mozilla, Franzilla, Godzilla}

**Mozilla** has **2 squad mates** in total, because **Tony** also has **Mozilla** in his **squad mates**.

**Tony** has **2 squad mates** in total, because **Mozilla** also has **Tony** in his **squad mates**.

### Input

* As input you will receive several input lines containing information about the fire creatures.
* The input sequence ends when you receive the command “Blaze it!”.

### Output

* As output you must print each of the creatures the following information:
  + {creature} : {countOfSquadMates}
* As it was stated above, mind the **count** of **squad mates**. If **2 creatures** have themselves in their **squad mates**, they should **NOT** be **counted**.

### Constrains

* The creature and the squadMate will be **strings** which may contain **any ASCII character**.
* There will be **NO invalid** input lines.
* Allowed time / memory: **100ms / 16MB**.

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| Mozilla -> Tony  Tony -> Godzilla  Mozilla -> Dony  Tony -> Franzilla  Mozilla -> Mony  Tony -> Mozilla  Blaze it! | Mozilla : 2  Tony : 2 |
| FireBird -> FireMane  Phoenix -> FireVoid  FireVoid -> FireMane  FireSnow -> FireMane  Phoenix -> FireBird  FireMane -> FireBird  FireMane -> FireVoid  Phoenix -> FireSnow  FireMane -> FireSnow  FireMane -> FireMane  Phoenix -> FireMane  Phoenix -> FireVoid  Blaze it! | Phoenix : 4  FireBird : 0  FireVoid : 0  FireSnow : 0  FireMane : 0 |