## American Computer Science League

2003-2004

Contest #3

## **Junior Division**

## ACSLMAN

PROBLEM: In the game ACSLMAN you will be given a word and a series of letters. You must determine if the given letters are contained in the word prior to a body figure being drawn. One body part is added for each letter not contained in the word. The body figure below consists of the letter O, two bracket sets, 2 equal symbols, 2 plus symbols, a forward slash and a back slash. There are 9 parts in all. The order of the parts printed will be O, left +, left =, upper bracket set, right =, right +, bottom bracket set, forward slash and back slash. If no body parts are drawn print the word "NONE".



INPUT: There will be 5 input lines. Each line will contain a word string followed by a positive integer giving the number of letters to follow and then a series of letters.

OUTPUT: For each input print the resulting ACSLMAN figure. Body parts must align as shown. Once all the letters of the word are found, the game ends and no further letters are read. The game also ends once the figure is completed.

SAMPLE INPUT 1. BIT, 9, A,C,D,E,F,G,H,J,K

2. BITE, 10, B,A,C,D,I,T,E,X,Y,Z

