The Virtual Learning Environment for Computer Programming

## Happiness and Sadness (2)

We define the happiness level of a text as the number of occurrences of subwords of the following two types:

- Those formed by a character ':', followed by one or more characters '-', followed by a character ')'. For example, ":-) ", ":--) " and ":---) " would be of this type.
- Those formed by a character ' (', followed by one or more characters '-', followed by a character ':'. For example, "(-:", "(--:" and "(---:" whould be of this type.

We define the sadness level of a text as the number of occurrences of subwords of the following two types:

- Those formed by a character ':', followed by one or more characters '-', followed by a character ' ('. For example, ":-(", ":--(" and ":---(" would be of this type.
- Those formed by a character ')', followed by one or more characters '-', followed by a character ':'. For example, ")-:", ")--:" i ")---:" whould be of this type.

Implement a program such that, given a sequence of characters from  $\{' - ', ': ', ' (', ') \}$ , prints its level of happiness and sadness.

#### Input

The input contains only one line with a sequence of characters from  $\{' - ', ': ', ' (', ') \}$ .

#### Output

The output has two numbers separated by a white space, the happiness and sadness levels of the input text.

Sample input 1	Sample output 1	
)-:(::((:)):::))-((()(:))::-((((-5:(7((-((:-)))-:(-:(-:))((-)-(-):)-::))-::((-(:(		
Sample input 2	Sample output 2	
:-)-:-(-:-)-::-((-:)-::::(-:	6 6	

Sample input 3	Sample output 3
Sumple mp ut s	Sumple surputs

### Observation

Do not use strings nor any other massive data storage method. Read and treat the input character by character.

# **Problem information**

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