10 Fantasy Trainer TM
5 points

Introduction

Fantasy Trainer TM is a popular fantasy-like football game that can be played using a mobile app.

In the game, each participant plays with a group of friends and has to build a team based on real-life football players, where each player is rewarded points based on statistics and goals, with the aim to have their team finish first and to win honor and glory. Or at least not to be last, which usually involves paying for refreshments and chocolate to the rest of the group.

To help us beat our friends, we want to develop a simple program that will read a set of real-life players with the points they earned in the latest game and will return which of them is the MVP (Most Valuable Player).

You must note that the score system consists of two different parts:

- Spades: Based on statistics like the percentage of good passes or the fouls, each spade earns 2 points.
- Goals: Each goal will directly earn 4 points

Input

The input will be divided in two parts:

First, a positive number "N" equal or greater than two that will tell us the number of players to consider.

Secondly, "N" lines, each one for a player, in the format: "PLAYER scored G goal(s) and earned S spade(s)" where G and S are both positive numbers, including zero.

Output

The name of the player with most points, followed by the score:

`PLAYER is the MVP with P points!`

If more than one can be selected, the program will just return the code word:

`DRAW`

Example 1

Input

2

Roger scored 1 goal(s) and earned 3 spade(s)

David scored 0 goal(s) and earned 1 spade(s)

Output

Roger is the MVP with 10 points!

Example 2

Input

3

Abel scored 1 goal(s) and earned 5 spade(s)

Adur scored 0 goal(s) and earned 4 spade(s)

Ana scored 2 goal(s) and earned 3 spade(s)

Output

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