5 Storytelling
2 points

Introduction
A storyteller has been told that nowadays the stories must be dynamic, so he wants to create a program that everybody could use. This program would have a static storyline and a dynamic part, where the reader would introduce his personal information: name, age, gender, city, favourite sport, favourite team and its ideal job.

HINT: Beware of the gender (boy/girl) and the consequent changes derived.

This is the static storyline:

Name is a *age* year-old *gender*. *Pronoun* is living with *possesive pronoun* parents in an apartment in the centre of *city*, where *pronoun* hangs out with *possesive pronoun* friends. Moreover, in *possesive pronoun* free time *pronoun* plays *favourite sport* in a team called *favourite team*. *name* would like to pursue a career in *ideal job* when *pronoun* is older, that's why *pronoun* is studying hard.

Input
The input will be the dynamic data provided in seven lines.

Output
Print out the whole story including the static storyline part filled with the provided dynamic data.

Example

Input
```
Ainhoa
22
girl
Donostia
basketball
Mundarro
social working
```

Output
```
Ainhoa is a 22 year-old girl. She is living with her parents in an apartment in the
centre of Donostia, where she hangs out with her friends. Moreover, in her free time
she plays basketball in a team called Mundarro. Ainhoa would like to pursue a career
in social working when she is older, that's why she is studying hard.
```