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The Virtual Learning Environment for Computer Programming

# Happiness and Sadness (1)

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We define the happiness level of a text as the number of occurrences of subwords ":-) " and " (-:".

We define the sadness level of a text as the number of occurrences of subwords ":- (" and ") -: ".

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
) - : ( : : ( ( : - : ) ) : : : ) ) - ( ( ( ) ( : ) ) : : - ( ( ( (	-4: (5((-((:-)))-:(-:(-:)) ((-)-(-):)-:::))-::((-(:(

Sample input 2	Sample output 2
:-)-:-(-:-)-::-((-:)-:::::(-:	5 5

#### 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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