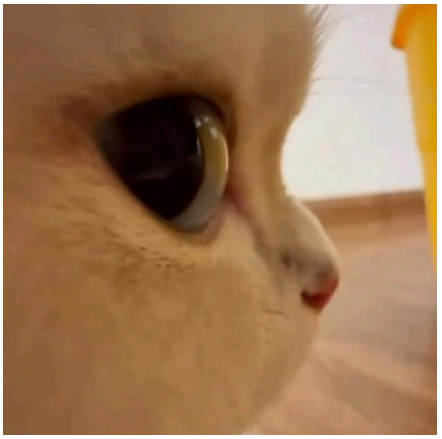
Cuking 🐈

by : Cindy Revaaaaaaaaaaaaa



Deskripsi:

Bubu adalah seekor kucing oren yang sangat aktif. Ia menemukan sebuah terowongan kardus ajaib dan memutuskan untuk membawa mainan-mainannya ke dalam terowongan tersebut. Terowongan kardus ini terbuka di kedua ujungnya (bisa diakses dari *depan* maupun *belakang*).

Bubu melakukan serangkaian aksi sebanyak Q kali. Ada empat jenis aksi yang bisa Bubu lakukan:

1. **PUSH_FRONT X** : Bubu memasukkan mainan bernama X dari ujung depan terowongan.
2. **PUSH_BACK X**: Bubu memasukkan mainan bernama X dari ujung belakang terowongan.
3. **POP_FRONT** : Bubu menarik (mengeluarkan) satu mainan yang berada di paling depan terowongan.
4. **POP_BACK** : Bubu menarik (mengeluarkan) satu mainan yang berada di paling belakang terowongan.

Tugasmu adalah mencetak urutan mainan yang tersisa di dalam terowongan dari arah DEPAN ke BELAKANG setelah Bubu selesai melakukan seluruh aksinya. Jika terowongan kosong, cetak "KOSONG".

(Catatan: Jika Bubu mencoba menarik mainan saat terowongan kosong, abaikan perintah tersebut).

Format Masukan:

- Baris pertama berisi satu bilangan bulat Q, yaitu jumlah aksi Bubu.
- Q baris berikutnya berisi perintah aksi seperti pada deskripsi. Nama mainan X dijamin hanya berupa satu kata tanpa spasi.

Format Keluaran:

- Satu baris berisi nama-nama mainan yang tersisa di dalam terowongan, dipisahkan dengan spasi, dibaca dari depan ke belakang. Atau "KOSONG" jika tidak ada mainan.

Batasan:

- $1 \leq Q \leq 10.000$
- Panjang string X maksimal 20 karakter.

Contoh Masukan 1:

```
6
PUSH_BACK Tikus
PUSH_FRONT Lonceng
PUSH_BACK Bola
POP_FRONT
PUSH_FRONT Bulu
POP_BACK
```

Contoh Keluaran 1:

```
Bulu Tikus
```

Penjelasan:

1. **PUSH_BACK** Tikus -> Terowongan: [Tikus]
2. **PUSH_FRONT** Lonceng -> Terowongan: [Lonceng, Tikus]
3. **PUSH_BACK** Bola -> Terowongan: [Lonceng, Tikus, Bola]
4. **POP_FRONT** -> Lonceng dikeluarkan. Terowongan: [Tikus, Bola]
5. **PUSH_FRONT** Bulu -> Terowongan: [Bulu, Tikus, Bola]
6. **POP_BACK** -> Bola dikeluarkan. Terowongan: [Bulu, Tikus]

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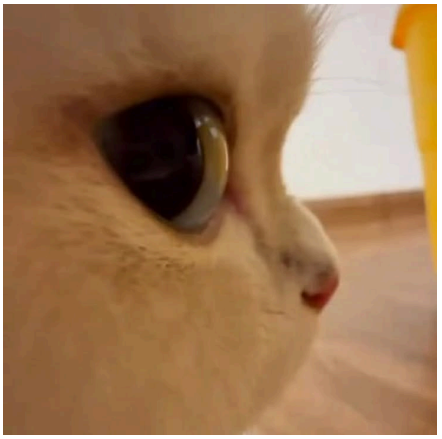

Description:

Bubu is a very active orange cat. He found a magical cardboard tunnel and decided to bring his toys into it. This cardboard tunnel is open at both ends (accessible from both the front and the back).

Bubu performs a series of actions Q times. There are four types of actions Bubu can do:

- **PUSH_FRONT X** : Bubu inserts a toy named X from the front end of the tunnel.
- **PUSH_BACK X** : Bubu inserts a toy named X from the back end of the tunnel.
- **POP_FRONT** : Bubu pulls out (removes) one toy located at the very front of the tunnel.
- **POP_BACK** : Bubu pulls out (removes) one toy located at the very back of the tunnel.

Your task is to print the sequence of toys remaining inside the tunnel from FRONT to BACK after Bubu finishes all of his actions. If the tunnel is empty, print "EMPTY".

(Note: If Bubu tries to pull out a toy when the tunnel is empty, ignore that command).

Input Format:

The first line contains an integer Q, the number of Bubu's actions.

The next Q lines contain the action commands as described. The toy's name X is guaranteed to be a single word without spaces.

Output Format:

A single line containing the names of the toys left in the tunnel, separated by spaces, read from front to back. Or "EMPTY" if there are no toys.

Constraints:

- $1 \leq Q \leq 10.000$
- The maximum length of string X is 20 characters.

Sample Input 1:

```
6
PUSH_BACK Tikus
PUSH_FRONT Lonceng
PUSH_BACK Bola
POP_FRONT
PUSH_FRONT Bulu
POP_BACK
```

Sample Output 1:

```
Bulu Tikus
```

Explanation:

- **PUSH_BACK Mouse** -> Tunnel: [Mouse]
- **PUSH_FRONT Bell** -> Tunnel: [Bell, Mouse]
- **PUSH_BACK Ball** -> Tunnel: [Bell, Mouse, Ball]
- **POP_FRONT** -> Bell is removed. Tunnel: [Mouse, Ball]
- **PUSH_FRONT Feather** -> Tunnel: [Feather, Mouse, Ball]
- **POP_BACK** -> Ball is removed. Tunnel: [Feather, Mouse]