

# Team Queue

*Queues* and *Priority Queues* are data structures which are known to most computer scientists. The *Team Queue*, however, is not so well known, though it occurs often in everyday life. At lunch time the queue in front of the Mensa is a team queue, for example.

In a team queue each element belongs to a team. If an element enters the queue, it first searches the queue from head to tail to check if some of its *teammates*(elements of the same team) are already in the queue. If yes, it enters the queue right behind them. If not, it enters the queue at the tail and becomes the new last element (bad luck). Dequeuing is done like in normal queues: elements are processed from head to tail in the order they appear in the team queue.

Your task is to write a program that simulates such a team queue.

## Input

The input file will contain one or more test cases. Each test case begins with the number of teams  $t$  ( $1 \leq t \leq 1000$ ). Then  $t$  team descriptions follow, each one consisting of the number of elements belonging to the team and the elements themselves. Elements are integers in the range 0 - 999999. A team may consist of up to 1000 elements.

Finally, a list of commands follows. There are three different kinds of commands:

- ENQUEUE  $x$  - enter element  $x$  into the team queue.
- DEQUEUE - process the first element and remove it from the queue.
- STOP - end of test case.

The input will be terminated by a value of 0 for  $t$ .

**Warning:** A test case may contain up to 200000 (two hundred thousand) commands, so the implementation of the team queue should be efficient: both enqueueing and dequeuing of an element should only take constant time.

## Output

For each test case, first print a line saying "Scenario # $k$ ", where  $k$  is the number of the test case. Then, for each DEQUEUE command, print the element which is dequeued on a single line. Print a blank line after each test case, even after the last one.

## Example

### Input

```
2
3 101 102 103
3 201 202 203
ENQUEUE 101
ENQUEUE 201
ENQUEUE 102
ENQUEUE 202
ENQUEUE 103
ENQUEUE 203
```

DEQUEUE  
DEQUEUE  
DEQUEUE  
DEQUEUE  
DEQUEUE  
DEQUEUE  
STOP  
2  
5 259001 259002 259003 259004 259005  
6 260001 260002 260003 260004 260005 260006  
ENQUEUE 259001  
ENQUEUE 260001  
ENQUEUE 259002  
ENQUEUE 259003  
ENQUEUE 259004  
ENQUEUE 259005  
DEQUEUE  
DEQUEUE  
ENQUEUE 260002  
ENQUEUE 260003  
DEQUEUE  
DEQUEUE  
DEQUEUE  
DEQUEUE  
STOP  
0

### **Output**

Scenario #1

101  
102  
103  
201  
202  
203

Scenario #2

259001  
259002  
259003  
259004  
259005  
260001