2020/2021 SOUTHERN CALIFORNIA REGIONAL
INTERNATIONAL COLLEGIATE PROGRAMMING CONTEST

Warm-Up Problem 2
Rock, Paper, Scissors

Rock, Paper, Scissors is a non-transitive game played by all ages. The following rules of the game are adapted from those published by the "official World RPS Society."

1.0. The Game is played where the players represent the three elements of Rock, Paper and Scissors with hand signals.
2.0. These hand signals are delivered simultaneously by the players.
3.0. The Outcome of play is determined by the following:
- Rock wins against Scissors
- Scissors wins against Paper
- Paper wins against Rock

If both players deliver the same hand signal, the outcome is a draw.

Your team is to write a program that will track the results of a series of Rock, Paper, Scissors games between two players.

Input to your program is a series of between 1 and 300 plays inclusive. Each play is represented on a single line. The line contains the first player's hand signal in the first column, followed by a single space and the second player's hand signal. Each hand signal is represented by the letter "R" for Rock, "P" for Paper, and "S" for Scissors. The list is terminated by the end-of-file.

Your program is to print one line containing the number of games won by the first player, the number of games won by the second player, and the number of drawn games in that order. The values are to appear without leading zeroes and are to be separated from each other by single spaces. Output is to begin in the first column and is not to contain any trailing whitespace.

Sample Input

```
R R
S P
R S
P P
P S
P R
```

Output for the Sample Input

```
3 1 2
```