dice = []

handType = ""

handValue = 0

# not how you really input the dice

print("Enter 5 dice values")

for x in range(5):

dice.append( eval(input()))

# check hand type

dice.sort()

if dice[0] == dice[4]:

handType = "Five of a kind"

handValue = -5

elif dice[0] == dice[3] or dice[1] == dice[4]:

handType = "Four of a kind"

handValue = -2

elif dice[0] != dice[1] and dice[1] != dice[2] and dice[2]!=dice[3] and dice[3]!=dice[4]:

handType = "Nothing"

handValue = 10

# continue with other conditions

print( handType )

print( handValue )