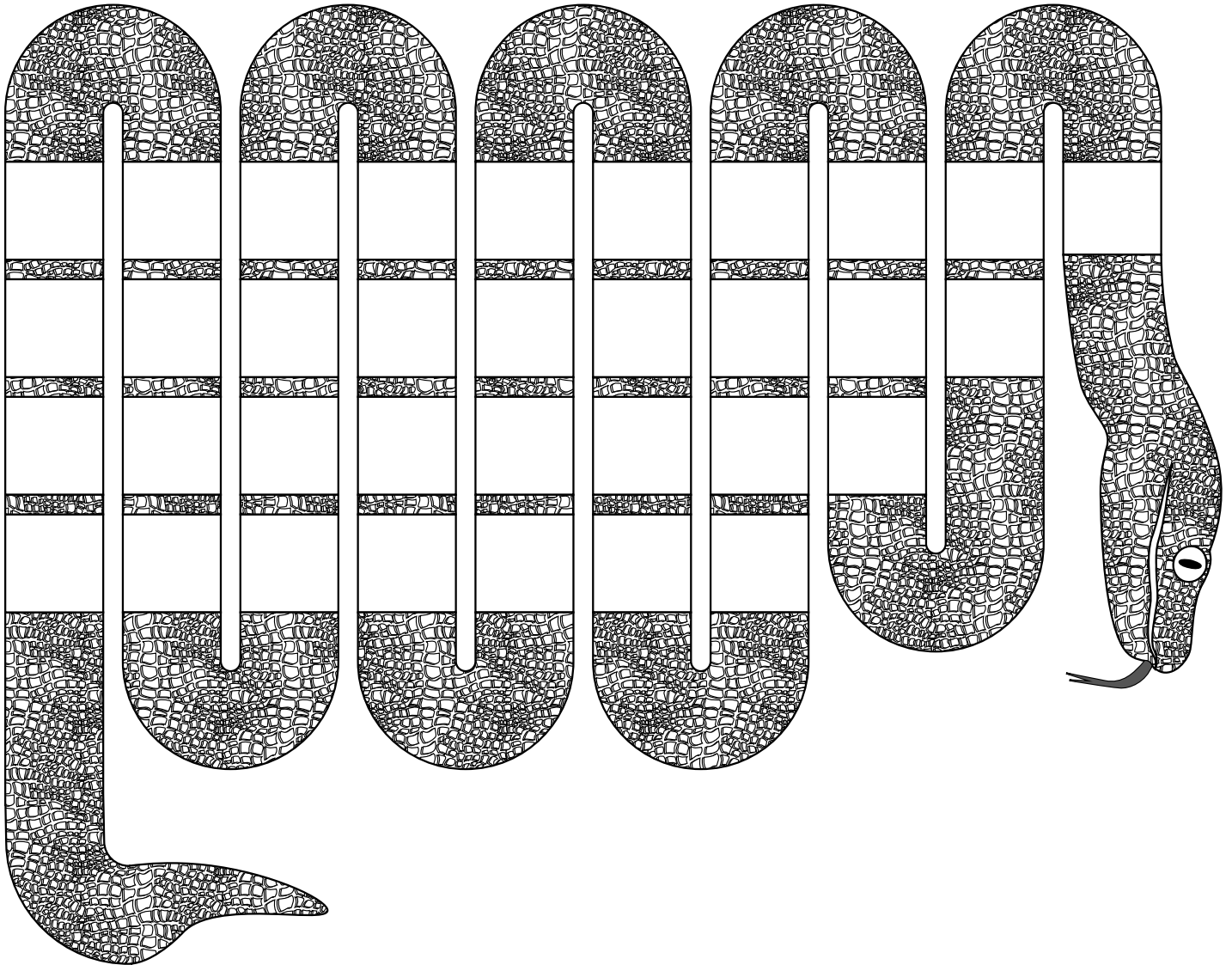It looks like the Ball Python has eaten some balls. Fortunately, we can control the balls with the power of Python! It's Ball Python ball Python. It'll be a ball... python.

Ball Python Documentation

`carry()`, `fire()`, `hit()`, `throw()`:

Move the indicated ball the number of spaces towards the head or the tail, pushing anything blocking it along with it.

`read()`:

Read the letters the balls are on in the indicated order based on their movement.

Ball Python Program

```
01 ball.fire(7, tail)
02 ball.hit(4, head)
03 ball.throw(7, head)
04 ball.carry(5, tail)
05 read(carry, fire, throw, hit)
06 ball.hit(2, head)
07 ball.throw(2, head)
08 ball.carry(9, head)
09 ball.carry(5, tail)
10 read(hit, carry, throw, fire)
11 ball.hit(7, head)
12 ball.throw(4, tail)
13 ball.carry(1, tail)
14 ball.fire(2, tail)
15 read(fire, carry, throw, hit)
16 ball.fire(26, tail)
17 ball.throw(5, head)
18 ball.carry(9, head)
19 ball.fire(2, head)
20 read(fire, throw, carry)
```