#include <bits/stdc++.h>  
using namespace std;  
  
struct Trie {  
 struct Node {  
 int cnt;  
 bool Endmark;  
 Node\* Next[ 26 ];  
 Node ( ) {  
 cnt = 0;  
 Endmark = false;  
 for( int i = 0; i < 26; i++ ) Next[i] = NULL;  
 }  
 } \*Root;  
  
 void Init( ) { Root = new Node( ); }  
  
 void Delete( Node\* cur ) {  
 for( int i = 0; i < 26; i++ ) {  
 if( cur -> Next[i] ) Delete( cur -> Next[i] );  
 }  
 delete( cur );  
 }  
 void InsertS( string str ) {  
 Node\* cur = Root;  
 int len = str.size();  
 for( int i = 0; i < len; i++ ) {  
 int id = str[i]-'a';  
 if( cur -> Next[id] == NULL ) cur -> Next[id] = new Node( );  
 cur = cur -> Next[id];  
 }  
 cur -> cnt++;  
 cur -> Endmark = true;  
 }  
 bool SearchWord( string str ) {  
 Node\* cur = Root;  
 int len = str.size();  
 for( int i = 0; i < len; i++ ) {  
 int id = str[i]-'a';  
 if( cur -> Next[id] == NULL ) return false;  
 cur = cur -> Next[id];  
 }  
 return ( cur -> Endmark );  
 }  
 int OccurWord( string str ) {  
 Node\* cur = Root;  
 int len = str.size();  
 for( int i = 0; i < len; i++ ) {  
 int id = str[i]-'a';  
 if( cur -> Next[id] == NULL ) return 0;  
 cur = cur -> Next[id];  
 }  
 return ( cur -> cnt );  
 }  
} trie;  
  
  
int main( int argc , char const \*argv[] ) {  
  
 trie.Init( );  
  
 return 0;  
}