13 April 2023   22:48

```cpp
#include<bits/stdc++.h>
#include <iostream>
using namespace std;
struct node {
char val;
vector<struct node*> child;
};
int main() {
int i,j,n,q,k,op=0;
string s;
map<int, struct node*> m;
char c;
vector<struct node*> tmp;
struct node* nod;
// node tmp;
cin>>n>>q;
cin>>s;
cout<<n<<","<<q<<endl;
cout<<s<<endl;
for(i=0;i<n;i++){


m[i] = new node{};
m[i]->val = s[i];
}
for(auto it:m){
// cout<<it.first<<" - "<<it.second->val<<endl;
}
for(k=1;k<n;k++){
cin>>i;
cin>>j;
// cout<<i<<"hhh "<<j<<endl;
m[i]->child.push_back(m[j]);
}
cin>>j;
cin>>c;
// tmp.insert(m[j]->child.begin(),m[j]->child.end());
for(auto it:m[j]->child){
tmp.push_back(it);
}
cout<<tmp.size();
cout<<"--------------"<<endl;
while(tmp.size()>0){
cout<<"hii";
cout<<tmp.size();
nod = tmp[0];
tmp.erase(tmp.begin());
// cout<<"op - "<<nod->child.size()<<endl;
if(nod->val && nod->val == c){
op+=1;
// cout<<op;
}
// if(nod->child.size()>0){
// // tmp.insert(op->child.begin(),op->child.end());
// for(auto it:nod->child){
// tmp.push_back(it);
// }
// }
}
```

```
        cout<<endl;
        cout<<op;
    }
```