#include<iostream>  
#include<cstdio>  
#include<cstdlib>  
#include<string.h>  
using namespace std;  
typedef struct Node{  
Node \*lchild,\*rchild,\*parent;  
char weight;  
}Node;  
void CreatTree(Node\* &root,Node\* p){  
root=new Node;  
char c;  
c=getchar();  
getchar();  
if(c==&apos;\*&apos;)  
{  
root->weight=&apos;\*&apos;;  
root->parent=p;  
return;  
}  
root->parent=p;  
root->weight=c;  
CreatTree(root->lchild,root);  
CreatTree(root->rchild,root);  
}  
void FOParent(Node\* root,char x1,Node\* &p){  
if(root->weight==&apos;\*&apos;)  
return;  
if(root->weight==x1)  
{  
p=root->parent;  
return;  
}  
FOParent(root->lchild,x1,p);  
FOParent(root->rchild,x1,p);  
}  
int main(){  
char x1,x2;  
Node \*p,\*root,\*p1,\*p2,\*head;  
p=p1=p2=root=NULL;  
CreatTree(root,p);  
cin>>x1>>x2;  
if(root->weight==x1||root->weight==x2)  
cout<<"null";  
else  
{  
FOParent(root,x1,p1);  
FOParent(root,x2,p2);  
if(p1==NULL||p2==NULL)  
{  
cout<<"null";  
return 0;  
}  
head=p2;  
while(p1)  
{  
while(p2)  
{  
if(p1==p2)  
{  
cout<<p1->weight;  
return 0;  
}  
p2=p2->parent;  
}  
p1=p1->parent;  
p2=head;  
}  
}  
system("pause");  
return 0;  
}