using System;

using System.Collections.Generic;

using System.Linq;

namespace Zadacha12

{

    class Program

    {

        static void Main(string[] args)

        {

            List<int> tasks = Console.ReadLine().Split(new string(", ")).Select(int.Parse).ToList();

            List<int> threads = Console.ReadLine().Split(' ').Select(int.Parse).ToList();

            int killTask = int.Parse(Console.ReadLine());

            int threadValue = 0, n = Math.Max(tasks.Count, threads.Count);

            for (int i = 0; i < n; i++)

            {

                if (tasks.Count > 0 && threads.Count > 0)

                {

                    if (tasks[tasks.Count - 1] == killTask)

                    {

                        threadValue = threads[0]; break;

                    }

                    if (threads[0] >= tasks[tasks.Count - 1])

                    {

                        threads.RemoveAt(0);

                        tasks.RemoveAt(tasks.Count - 1);

                    }

                    else threads.RemoveAt(0);

                }

            }

            if (threadValue > 0)

            {

                Console.WriteLine("Thread with value {0} killed task {1}", threadValue, killTask);

                Console.WriteLine(string.Join(" ", threads));

            }

        }

    }

}