2)

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApp21

{

class Program

{

static void Main(string[] args)

{

List<string> commands = new List<string>();

string firstString = Console.ReadLine();

string[] nums = firstString.Split(' ');

int n = Convert.ToInt32(nums[0]);

int m = Convert.ToInt32(nums[1]);

int a = 0, b = 0, c = 0;

int countCS = 0;

List<int> commandNumbers = new List<int>();

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

{

string command = Console.ReadLine();

commands.Add(command);

}

int j = 0;

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

{

commandNumbers.Add(j + 1);

string[] words = commands[j].Split(' ');

string command = words[1];

switch(command)

{

case "NCS":

{

j = Convert.ToInt32(words[2]) - 1;

break;

}

case "CS":

{

j = Convert.ToInt32(words[2]) - 1;

countCS++;

break;

}

case "SET":

{

switch (words[2])

{

case "A":

{

a = Convert.ToInt32(words[3]);

break;

}

case "B":

{

b = Convert.ToInt32(words[3]);

break;

}

case "C":

{

c = Convert.ToInt32(words[3]);

break;

}

default:

break;

}

j = Convert.ToInt32(words[4]) - 1;

break;

}

case "TEST":

{

switch (words[2])

{

case "A":

{

if (a == 0)

{

j = Convert.ToInt32(words[3]) - 1;

}

else

{

j = Convert.ToInt32(words[4]) - 1;

}

break;

}

case "B":

{

if (b == 0)

{

j = Convert.ToInt32(words[3]) - 1;

}

else

{

j = Convert.ToInt32(words[4]) - 1;

}

break;

}

case "C":

{

if (c == 0)

{

j = Convert.ToInt32(words[3]) - 1;

}

else

{

j = Convert.ToInt32(words[4]) - 1;

}

break;

}

default:

break;

}

break;

}

default:

break;

}

}

Console.WriteLine(countCS);

for (int i = 0; i < commandNumbers.Count; i++)

{

if (i != commandNumbers.Count - 1)

{

Console.Write(commandNumbers[i] + " ");

}

else

{

Console.Write(commandNumbers[i]);

}

}

}

}

}

3)

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApp21

{

class Program

{

static void Main(string[] args)

{

List<string> commands1 = new List<string>();

List<string> commands2 = new List<string>();

string firstString = Console.ReadLine();

string[] nums = firstString.Split(' ');

int m1 = Convert.ToInt32(nums[0]);

int m2 = Convert.ToInt32(nums[1]);

int a1 = 0, b1 = 0, c1 = 0;

int a2 = 0, b2 = 0, c2 = 0;

int countCS = 0;

bool fl = false;

for(int i = 0; i < m1; i++)

{

string command = Console.ReadLine();

commands1.Add(command);

}

for (int i = 0; i < m2; i++)

{

string command = Console.ReadLine();

commands2.Add(command);

}

int j1 = 0, j2 = 0;

for (int i = 0; i < (m1 + m2) \* 3; i++)

{

string[] words1 = commands1[j1].Split(' ');

string command1 = words1[1];

string[] words2 = commands2[j2].Split(' ');

string command2 = words2[1];

if((command1 == command2) && (command1 == "CS"))

{

fl = true;

}

switch (command1)

{

case "NCS":

{

j1 = Convert.ToInt32(words1[2]) - 1;

break;

}

case "CS":

{

j1 = Convert.ToInt32(words1[2]) - 1;

countCS++;

break;

}

case "SET":

{

switch (words1[2])

{

case "A":

{

a1 = Convert.ToInt32(words1[3]);

break;

}

case "B":

{

b1 = Convert.ToInt32(words1[3]);

break;

}

case "C":

{

c1 = Convert.ToInt32(words1[3]);

break;

}

default:

break;

}

j1 = Convert.ToInt32(words1[4]) - 1;

break;

}

case "TEST":

{

switch (words1[2])

{

case "A":

{

if (a1 == 0)

{

j1 = Convert.ToInt32(words1[3]) - 1;

}

else

{

j1 = Convert.ToInt32(words1[4]) - 1;

}

break;

}

case "B":

{

if (b1 == 0)

{

j1 = Convert.ToInt32(words1[3]) - 1;

}

else

{

j1 = Convert.ToInt32(words1[4]) - 1;

}

break;

}

case "C":

{

if (c1 == 0)

{

j1 = Convert.ToInt32(words1[3]) - 1;

}

else

{

j1 = Convert.ToInt32(words1[4]) - 1;

}

break;

}

default:

break;

}

break;

}

default:

break;

}

switch (command2)

{

case "NCS":

{

j2 = Convert.ToInt32(words2[2]) - 1;

break;

}

case "CS":

{

j2 = Convert.ToInt32(words2[2]) - 1;

countCS++;

break;

}

case "SET":

{

switch (words2[2])

{

case "A":

{

a2 = Convert.ToInt32(words2[3]);

break;

}

case "B":

{

b2 = Convert.ToInt32(words2[3]);

break;

}

case "C":

{

c2 = Convert.ToInt32(words2[3]);

break;

}

default:

break;

}

j2 = Convert.ToInt32(words2[4]) - 1;

break;

}

case "TEST":

{

switch (words2[2])

{

case "A":

{

if (a2 == 0)

{

j2 = Convert.ToInt32(words2[3]) - 1;

}

else

{

j2 = Convert.ToInt32(words2[4]) - 1;

}

break;

}

case "B":

{

if (b2 == 0)

{

j2 = Convert.ToInt32(words2[3]) - 1;

}

else

{

j2 = Convert.ToInt32(words2[4]) - 1;

}

break;

}

case "C":

{

if (c2 == 0)

{

j2 = Convert.ToInt32(words2[3]) - 1;

}

else

{

j2 = Convert.ToInt32(words2[4]) - 1;

}

break;

}

default:

break;

}

break;

}

default:

break;

}

}

if (fl)

Console.WriteLine("NO");

else

Console.WriteLine("YES");

}

}

}