```c
#include <stdio.h>
#include <string.h>

int checkRule(char *rule, char* pattern){
    int len1 = strlen(rule);
    int len2 = strlen(pattern);
    // i is an index into the rule string
    // j is an index into the pattern string
    int j = 0, i = 0;
    while(i < len1){ // Read the entire rule string
        char c = rule[i++]; // Current character to expect in pattern
        char rep = rule[i++]; // How many times to expect it
        if(rep == '*'){ // Zero or more occurrences of c
            while(j < len2 && pattern[j] == c)
                j++; // Keep matching
        }else if(rep == '+'){ // One or more occurrences of c
            if(j >= len2) // Pattern over before match completed
                return 0;
            if(pattern[j] != c)
                return 0; // At least one match necessary
            while(j < len2 && pattern[j] == c)
                j++; // Keep matching
        }else{ // Repetition is a number
            int count = rep - '0';
            for(; count > 0; count--){
                if(j >= len2) // Pattern over before match completed
                    return 0;
                if(pattern[j] != c)
                    return 0; // Pattern failed to match the character
                j++;
            }
        }
    }
    if(j < len2) // Unmatched characters in the pattern
        return 0;
    return 1; // Nothing broke so we must have matched the whole rule
}

int main(){
    char rule[100], pattern[100];
    gets(rule);
    gets(pattern);

    if(checkRule(rule, pattern))
      printf("YES");
    else
      printf("NO");
    return 0;
}
```