#include <iostream>

using namespace std;

class TrieNode {

public:

TrieNode \* child[256];

bool isEndOfWord;

TrieNode() {

for (int i = 0; i < 256; i++) {

child[i] = NULL;

}

isEndOfWord = false;

}

};

bool searchKey(TrieNode \* root, string key) {

TrieNode \* curr = root;

for (int i = 0; i < key.length(); i++) {

if (curr->child[key[i]]==NULL) {

curr = curr->child[key[i]];

}

}

return curr->isEndOfWord;

}

void addNode(TrieNode \* root,string key) {

TrieNode \* curr = root;

for (int i = 0; i < key.length(); i++) {

if (curr->child[key[i]] == NULL) {

curr = new TrieNode();

curr = curr->child[key[i]];

}

}

curr->isEndOfWord = true;

}

void deleteTrie(Node \* root, string key) {

}

int main() {

// your code goes here

return 0;

}