문자열들의 탐색과 정렬

문제
- 문자열들을 키워드가 처음 등장하는 위치에 대한 오름차순으로 정렬하는 문제입니다.(40)
- 키워드가 등장하지 않는 문자열은 위치를 -1로 간주합니다.(30)
- 정렬은 stable해야 합니다.(30)
- 자료구조와 정렬 알고리즘, 문자열 탐색 알고리즘을 라이브러리에서 가져다 쓸 경우 감점이 있습니다. 단순한 배열과 기본적인 문자열 처리 함수 등은 사용해도 무방합니다. (-60)
- KMP 알고리즘, 힙 정렬 등 강의에서 배운 내용을 구현한 경우 만점 100점 안에서 각각 10점씩 가산됩니다.

조건
- 첫 입력으로 키워드 문자열이 입력됩니다.
- 이어서, 임의의 문자열이 입력됩니다. 0이 입력되면 끝납니다.
- 키워드의 길이는 8자 이하입니다.
- 각 문자열의 길이는 250자 이하입니다.

입력과 출력 예시

pio asdpiof apiosdf aspiodf asdfpio pioasdf 0 pioasdf apiosdf aspiodf asdpiof asdfpio	pio ab piocd abp iocd apiob cd ab cpiod 0 abp iocd apiob cd ab piocd ab cpiod	pio upiob upiod upioa upioc upioe pioua uapio pioub ubpio 0 pioua pioub upiob upiod upioa upioc upioe uapio ubpio

AIM
R-tree based access methods for moving objects are hardly applicable in practice, due mainly to excessive space requirements and high management costs.
To overcome the limitations of such R-tree based access methods, we propose a new index structure called AIM(Adaptive cell-based Index for Moving objects).
The AIM is a cell-based multiversion access structure adopting an overlapping technique.
The AIM refines cells adaptively to handle regional data skew, which may change its locations over time.
Through the extensive performance studies, we observed that The AIM consumed at most 30% of the space required by R-tree based methods, and achieved higher query performance compared with R-tree based methods.
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