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#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#define L 50

struct Node
{
    char word[L];
    struct Node *next;
};

struct Node *newNode(const char *word)
{
    struct Node *tmp = (struct Node*)malloc(sizeof(struct Node));
    strcpy(tmp->word, word);
    tmp->next = NULL;
    return tmp;
}

void addWord(char *word, int *len)
{
    int pos = 0;
    static struct Node *head = NULL;
    struct Node **tmp = &head, *tmp2;
    word[*len] = 0;
    *len = 0;
    while (*tmp!=NULL && strcmp((*tmp)->word, word)!=0)
    {
        tmp = &(*tmp)->next;
        ++pos;
    }
    if (*tmp!=NULL)
    {
        tmp2 = *tmp;
        *tmp = (*tmp)->next;
        printf("%d", pos);
    }
    else
    {
        tmp2 = newNode(word);
        printf("%s", word);
    }
    tmp2->next = head;
    head = tmp2;
}

int main()
{
    int pos = 0;
    char tmp[L], get;
    while (scanf("%c", &get)==1)
    {
        if ((get>='a' && get<='z') || (get>='A' && get<='Z'))
        {
            tmp[pos++] = get;
        }
        else

```

```
    {
        if (pos)
            addWord(tmp, &pos);
        printf("%c", get);
    }
}
if (pos)
    addWord(tmp, &pos);
return 0;
}
```