

```
1: import java.util.ArrayList;
2: import java.util.Scanner;
3:
4:
5: public class Dive {
6:     static Scanner sc = new Scanner(System.in);
7:     public static void main(String[] args) {
8:         ArrayList<Picture> list = new ArrayList<Picture>();
9:
10:        Dive dive = new Dive();
11:
12:        Picture picture = readInput(dive);
13:        while(picture != null) {
14:            list.add(picture);
15:            picture = readInput(dive);
16:        }
17:        int size = list.size();
18:        for(int i = 0; i < size; i++) {
19:            list.get(i).writePicture3();
20:        }
21:
22:    }
23:
24:    public static Picture readInput(Dive dive) {
25:        Picture picture;
26:
27:        int y = sc.nextInt();
28:        int x = sc.nextInt();
29:        String str = sc.next().replace("'", " ").trim();
30:
31:        if(y == 0) {
32:            //System.out.println("Konec");
33:            return null;
34:
35:        }
36:
37:        sc.nextLine();
38:
39:        char[][] picture1 = readPicture(y, x);
40:        sc.nextLine();
41:        char[][] picture2 = readPicture(y, x);
42:        sc.nextLine();
43:
44:        picture = dive.new Picture(y, x, str.charAt(0), picture1, picture2);
45:
46:        //System.out.println(picture);
47:
48:        return picture;
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49:     }
50:
51:     public static char[][] readPicture(int y, int x) {
52:         char[][] picture = new char[y][];
53:
54:         for(int i = 0; i < y; i++) {
55:             String str = sc.nextLine();
56:             //System.out.println(str);
57:             picture[i] = str.toCharArray();
58:         }
59:
60:         return picture;
61:     }
62:
63:     class Picture {
64:         int y;
65:         int x;
66:         char ch;
67:         char[][] picture1;
68:         char[][] picture2;
69:         char[][] picture3;
70:         char[][] figure1;
71:         char[][] figure2;
72:         int velocityX;
73:         int velocityY;
74:         int firstX;
75:         int firstY;
76:         int secondX;
77:         int secondY;
78:
79:         public Picture(int y, int x, char ch, char[][] picture1, char[][] picture2) {
80:             this.y = y;
81:             this.x = x;
82:             this.ch = ch;
83:             this.picture1 = picture1;
84:             this.picture2 = picture2;
85:             this.figure1 = separateFigure(picture1, false);
86:             this.figure2 = separateFigure(picture2, true);
87:             calculateVelocities();
88:             calculatePicture3();
89:         }
90:
91:         public char[][] separateFigure(char[][] picture, boolean second) {
92:             char[][] figure = new char[y][x];
93:             boolean first = true;
94:
95:             for(int i = 0; i < y; i++) {
96:                 for(int j = 0; j < x; j++) {
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97:             if (picture[i][j] == ch) {
98:                 figure[i][j] = ch;
99:
100:                 if (first) {
101:                     first = false;
102:                     if (second) {
103:                         this.secondX = j;
104:                         this.secondY = i;
105:                     } else {
106:                         this.firstX = j;
107:                         this.firstY = i;
108:                     }
109:                 }
110:             }
111:         }
112:     }
113:
114:     return figure;
115: }
116:
117: public void calculateVelocities() {
118:     this.velocityX = this.secondX - this.firstX;
119:     this.velocityY = this.secondY - this.firstY;
120: }
121:
122: public void calculatePicture3() {
123:     this.picture3 = new char[y][x];
124:
125:     for (int i = this.secondY; i < y; i++) {
126:         for (int j = this.secondX; j < x; j++) {
127:             if (this.figure2[i][j] == this.ch) {
128:                 int positionY = i + this.velocityY;
129:                 int positionX = j + this.velocityX;
130:                 //System.out.println(positionX + " " + positionY);
131:
132:                 if (positionX < x && positionX >= 0 && positionY < y && positionY >= 0) {
133:                     this.picture3[positionY][positionX] = this.ch;
134:                 }
135:             } else {
136:                 this.picture3[i][j] = (char) 5;
137:             }
138:         }
139:     }
140:
141:     for (int i = 0; i < y; i++) {
142:         for (int j = 0; j < x; j++) {
143:             //System.out.print(picture3[i][j]);
144:             if (picture3[i][j] != this.ch) {
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145:                                     if (picture1[i][j] != this.ch) {
146:                                         picture3[i][j] = picture1[i][j];
147:                                     } else {
148:                                         picture3[i][j] = picture2[i][j];
149:                                     }
150:                                 }
151:                            }
152:                            //System.out.println();
153:                        }
154:                    }
155:
156:    public void writePicture3() {
157:        for (int i = 0; i < y; i++) {
158:            for (int j = 0; j < x; j++) {
159:                System.out.print(picture3[i][j]);
160:            }
161:            System.out.println();
162:        }
163:        System.out.println();
164:    }
165: }
166: }
167:
168:
```