using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace ConsoleStruct

{

 class TrainNumberComparer : IComparer<Train>

 {

 public int Compare(Train x, Train y)

 {

 if (x.TrainNumber.CompareTo(y.TrainNumber) > 0) return 1;

 else if (x.TrainNumber.CompareTo(y.TrainNumber) < 0) return -1;

 else return 0;

 }

 }

}