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;

}

}

}