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The Virtual Learning Environment for Computer Programming

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## Treasures in a map (3)                                    P90766_en

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Write a program that, given a map with treasures and obstacles, computes the number of treasures that can be reached from a given initial position. The allowed movements are horizontal or vertical, but not diagonal. If needed, passing over the treasures is allowed.

### Input

Input begins with the number of rows $n > 0$ and the number of columns $m > 0$ of the map. Follow $n$ rows with $m$ characters each. A dot indicates an empty position, an 'x' indicates an obstacle, and a 't' indicates a treasure. Finally, two numbers $r$ and $c$ indicate the initial row and column (both of them starting at 1) where we must start looking for treasures. You can assume that $r$ is between 1 and $n$, that $c$ is between 1 and $m$, and that the initial position is always empty.

### Output

Print the number of accessible treasures from the initial position.

### Sample input 1

```
7 6
..t...
..XXX.
......
tX..X.
.X..Xt
.XX...
..t...
5 3
```

### Sample output 1

```
4
```

### Sample input 2

```
4 10
..t...X...
.....X..t.
XXXXX.X...
.......X.t
4 1
```

### Sample output 2

```
0
```

### Sample input 3

```
5 7
.......
.XXXXXt
.X...Xt
.X.X.XX
...X.Xt
5 5
```

### Sample output 3

```
2
```

## Problem information

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