



## Task 1: Collecting Mushrooms

Lim Li the Crab is running a mushroom plantation in her backyard. Her mushroom plantation can be modelled as a grid of  $R$  rows and  $C$  columns, and each grid square of her mushroom plantation can either be empty, contain a mushroom, or contain a sprinkler. For example, her mushroom plantation could look like this:

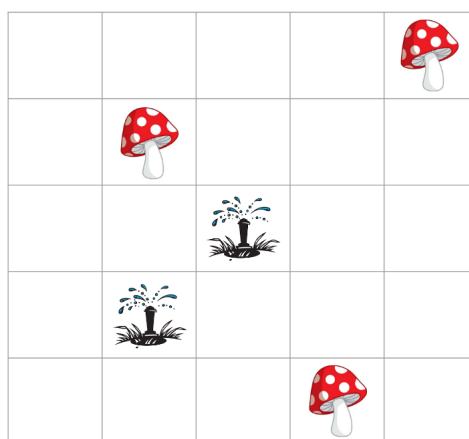


Figure 1: A mushroom farm with  $R = 5$  and  $C = 5$ .

The distance between a sprinkler and a mushroom is defined as the maximum of their separation in the two axes. In other words, if the mushroom is located at row  $X_m$  and column  $Y_m$  while the sprinkler is located at row  $X_s$  and column  $Y_s$ , their distance will be  $\max(|X_s - X_m|, |Y_s - Y_m|)$ . Sprinklers only have a limited range, so a sprinkler can only water a mushroom if the distance between them is at most  $D$ . For example, if  $D = 1$ , the areas reachable by the two sprinklers will be:

Mushrooms can only grow and be harvested if enough sprinklers are watering it. Specifically, a mushroom will be *harvestable* if at least  $K$  sprinklers are watering it. Count the number of *harvestable* mushrooms Lim Li can collect in her plantation.

### Input

The first line of input will contain four integers:  $R$ , the number of rows,  $C$ , the number of columns,  $D$ , the maximum distance between a sprinkler and a watered mushroom, and  $K$ , the

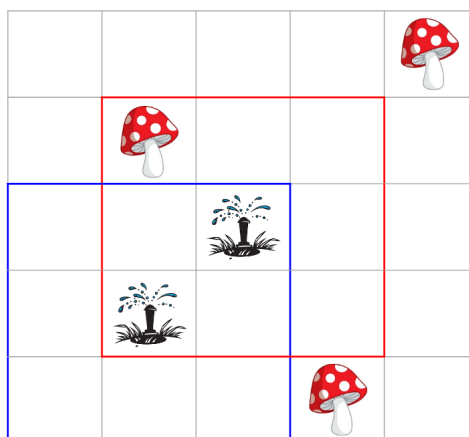


Figure 2: Diagram showing the range of the sprinklers.

minimum number of sprinklers required for a mushroom to be harvestable.

The next  $R$  lines of input will contain  $C$  characters each, containing a grid representing the mushroom plantation. Each character will represent the contents of a particular grid square, in the following way:

- ‘.’ represents an empty grid square,
- ‘M’ represents a grid square containing a mushroom,
- ‘S’ represents a grid square containing a sprinkler.

## Output

The output should contain one line with one integer, the maximum number of mushrooms Lim Li can harvest.

## Subtasks

The maximum execution time on each instance is 1.0s. Your program will be tested on sets of input instances that satisfy the following restrictions:

- $2 \leq RC \leq 500000$ ,
- $1 \leq D \leq \max(R, C)$ ,



- $1 \leq K \leq RC$ ,
- there will be at least one mushroom,
- there will be at least one sprinkler.

Subtask	Marks	Additional Constraints
1	9	$1 \leq R, C \leq 100, D = \max(R, C), K = 1$
2	10	$1 \leq R, C \leq 100, D = \max(R, C)$
3	18	$1 \leq R, C \leq 100, D = 1, K = 1$
4	23	$1 \leq R, C \leq 500$ , no. of mushrooms $\leq 500$ , no. of sprinklers $\leq 500$
5	19	$R = 1$
6	21	-

## Sample Testcase 1

This testcase is valid for subtasks 3, 4 and 6.

Input	Output
5 5 1 1 ...M .M.. ..S.. .S.. ...M.	1

## Sample Testcase 1 Explanation

Since the range of each sprinkler is only 1, meaning sprinklers can only reach adjacent squares, only the mushroom at (2, 2) is watered.

## Sample Testcase 2

This testcase is valid for subtasks 1, 2, 4 and 6.

Input	Output
4 4 4 1 .... .M.. ..MM ...S	3



## Sample Testcase 2 Explanation

Since the range of each sprinkler is 4, the lone sprinkler on the plantation can water all the mushrooms.

## Sample Testcase 3

This testcase is valid for subtasks 4, 5 and 6.

Input	Output
1 8 5 2 SM..MM.S	2

## Sample Testcase 3 Explanation

Each mushroom requires both sprinklers to be within range, since  $K = 2$ . Only two mushrooms satisfy this condition, the second and third mushrooms from the left.

## Sample Testcase 4

This testcase is valid for subtasks 4 and 6.

Input	Output
5 5 2 2 ....M .M... ..S.. .S... ...M.	2

## Sample Testcase 4 Explanation

Since the range of each sprinkler is 2, the mushroom at (2, 2) and the mushroom at (5, 4) can be watered by both sprinklers.