**Trick or Treat**

Max Score: 3

Hiroto has gotten bored of messing around with pumpkins, and has now decided to go trick-or-treating in his local neighbourhood. When he came to House #546, the inhabitant opened the door and said “If you want candy, you’ll have to solve my programming puzzle.”

* “I will tell you an integer labelled m, the number of ‘tricks’ and ‘treats’ I will tell you.
* Then I’ll say m ‘trick’s or ‘treat’s, in an array, and for each pair of ‘trick’ or ‘treat’ you’ll have to evaluate whether you will get candy.
* If I say ‘trick’ and ‘trick’, you don’t get candy.
* If I say ‘trick’ and ‘treat’, or ‘treat’ and ‘trick’, you will get 1 piece of candy.
* However, if I say ‘treat’ and ‘treat’ you will not get candy.

Count how many pieces of candy you will get at the end.

**Input Format**

*m* - the number of lines line = *m* lines of “trick” or “treat”

**Constraints**

*m* < 2^10

*m* is divisible by 2

**Output Format**

An integer *k* representing the number of pieces of candy you will get

**Sample Input 0**

2

trick, treat

**Sample Output 0**

1