

## S. DZY Loves Chessboard

time limit per test: 1 second🕒  
memory limit per test: 256 megabytes  
input: standard input  
output: standard output

DZY loves chessboard, and he enjoys playing with it.

He has a chessboard of  $n$  rows and  $m$  columns. Some cells of the chessboard are bad, others are good. For every good cell, DZY wants to put a chessman on it. Each chessman is either white or black. After putting all chessmen, DZY wants that no two chessmen with the same color are on two adjacent cells. Two cells are adjacent if and only if they share a common edge.

You task is to find any suitable placement of chessmen on the given chessboard.

### Input

The first line contains two space-separated integers  $n$  and  $m$  ( $1 \leq n, m \leq 100$ ).

Each of the next  $n$  lines contains a string of  $m$  characters: the  $j$ -th character of the  $i$ -th string is either "." or "-". A "." means that the corresponding cell (in the  $i$ -th row and the  $j$ -th column) is good, while a "-" means it is bad.

### Output

Output must contain  $n$  lines, each line must contain a string of  $m$  characters. The  $j$ -th character of the  $i$ -th string should be either "W", "B" or "-". Character "W" means the chessman on the cell is white, "B" means it is black, "-" means the cell is a bad cell.

If multiple answers exist, print any of them. It is guaranteed that at least one answer exists.

### Examples

input	Copy
1 1 .	
output	Copy
B	

input	Copy
2 2 .. ..	
output	Copy
BW WB	

input	Copy
3 3 ... --- --.	
output	Copy
B-B --- --B	

### Note

In the first sample, DZY puts a single black chessman. Of course putting a white one is also OK.

In the second sample, all 4 cells are good. No two same chessmen share an edge in the sample output.

In the third sample, no good cells are adjacent. So you can just put 3 chessmen, no matter what their colors are.

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→ About Group



ICPC Assiut community

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→ Group Contests

Sheet #10 (General Hard)

- Sheet #9 (General medium)
- Sheet #8 (General easy)
- Sheet #7 (Recursion)
- Sheet #6 (Math - Geometry)
- Sheet #5 (Functions)
- Sheet #4 (Strings)
- Contest #3.1
- Sheet #3 (Arrays)
- Contest #2
- Sheet #2 (Loops)
- Contest #1
- Sheet #1 (Data type - Conditions)

Sheet #10 (General Hard)

Finished

Practice

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→ About Time Scaling

This contest uses time limits scaling policy (depending on a programming language). The system automatically adjusts time limits by the following multipliers for some languages. Despite scaling (adjustment), the time limit cannot be more than 30 seconds. Read the details by the [link](#).