Problem 117: Whack-A-Mole

Difficulty: Easy

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Problem Background

A perpetually popular game, "Whack-A-Mole" has the player swing a bat to strike a mole popping up from one of the holes on the game board.

Problem Description

Each row of input represents a game board and your goal is to mark the location of the moles. An O represents an empty hole, while an M represents a mole. You must output the locations of each mole in a space separated list.

Sample Input

The first line of your program's input, received from the standard input channel, will contain a positive integer representing the number of test cases. Each test case will contain a space separated list of 9 characters representing positions on the board, each of which is either a hole ("O") or a mole ("M").

```
3
O M O M O O O O O
M O O M O O O O M
M M M M M M M M M
```

Sample Output

For each test case, your program must output a space separated list of the positions where moles are present, with the leftmost position being 1. Do not include any trailing spaces in your output.

```
2 4
1 4 9
1 2 3 4 5 6 7 8 9
```