

## A. Anton and Polyhedrons

time limit per test: 2 seconds  
memory limit per test: 256 megabytes  
input: standard input  
output: standard output

Anton's favourite geometric figures are regular polyhedrons. Note that there are five kinds of regular polyhedrons:

- *Tetrahedron*. Tetrahedron has 4 triangular faces.
- *Cube*. Cube has 6 square faces.
- *Octahedron*. Octahedron has 8 triangular faces.
- *Dodecahedron*. Dodecahedron has 12 pentagonal faces.
- *Icosahedron*. Icosahedron has 20 triangular faces.

All five kinds of polyhedrons are shown on the picture below:

Anton has a collection of  $n$  polyhedrons. One day he decided to know, how many faces his polyhedrons have in total. Help Anton and find this number!

### Input

The first line of the input contains a single integer  $n$  ( $1 \leq n \leq 200\,000$ ) — the number of polyhedrons in Anton's collection.

Each of the following  $n$  lines of the input contains a string  $s_i$  — the name of the  $i$ -th polyhedron in Anton's collection. The string can look like this:

- "Tetrahedron" (without quotes), if the  $i$ -th polyhedron in Anton's collection is a tetrahedron.
- "Cube" (without quotes), if the  $i$ -th polyhedron in Anton's collection is a cube.
- "Octahedron" (without quotes), if the  $i$ -th polyhedron in Anton's collection is an octahedron.
- "Dodecahedron" (without quotes), if the  $i$ -th polyhedron in Anton's collection is a dodecahedron.
- "Icosahedron" (without quotes), if the  $i$ -th polyhedron in Anton's collection is an icosahedron.

### Output

Output one number — the total number of faces in all the polyhedrons in Anton's collection.

### Examples

input
4 Icosahedron Cube Tetrahedron Dodecahedron
output
42

  

input
3 Dodecahedron Octahedron Octahedron
output
28

**Note**

In the first sample Anton has one icosahedron, one cube, one tetrahedron and one dodecahedron. Icosahedron has 20 faces, cube has 6 faces, tetrahedron has 4 faces and dodecahedron has 12 faces. In total, they have  $20 + 6 + 4 + 12 = 42$  faces.