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#include <bits/stdc++.h>
using namespace std;

#define x first
#define y second

typedef pair<int, int> PII;

const int N = 1005, M = N * N;

int n, m;
char g[N][N];
PII q[M];
bool vis[N][N];

void bfs(int x, int y){
    int hh = 0, tt = 0;
    q[0] = {x, y};
    vis[x][y] = true;
    while(hh <= tt){
        PII t = q[hh++];
        for(int i = t.x - 1; i <= t.x + 1; i++){
            for(int j = t.y - 1; j <= t.y + 1; j++){
                if(i == t.x && j == t.y) continue;
                if(i < 0 || i >= n || j < 0 || j >= m) continue;
                if(g[i][j] == '.' || vis[i][j]) continue;
                q[++tt] = {i, j};
                vis[i][j] = true;
            }
        }
    }
}

int main(){
    scanf("%d%d", &n, &m);
    for(int i = 0; i < n; i++){
        scanf("%s", g[i]);
    }

    int cnt = 0;
    for(int i = 0; i < n; i++){
        for(int j = 0; j < m; j++){
            if(g[i][j] == 'W' && !vis[i][j]){
                bfs(i, j);
                cnt++;
            }
        }
    }
    cout << cnt << '\n';
    return 0;
}

```

