

JS5 // Chess Tracker

Noor is pretty good at chess, but due to an Odette debate tournament, Noor couldn't participate in the tournament. Fueled by his passion to participate next year, Noor decides to grind Chess.com for 5 hours every day. Recently, Noor is SO good that he's started to play chess blindfolded. However, he isn't very good at it yet. He can remember all the positions of each piece, and calculate all possible moves for every piece, EXCEPT for the bishop and the rook. To fix this issue of his, Noor wants you to make a program where he inputs all the chess piece locations, and given that, output all the possible moves on where Noor's Bishop or Rook can take an opponent's piece. Note: Noor always plays White, and you CAN take the King.

Input Specification:

The first line will contain N number of pieces on the board. The next N lines will have W or B (White or Black), the piece (Pawn, Knight, Bishop, Rook, Queen and King), and the coordinates (A-H, 1-8) space separated.

Output Specification:

Output the number of possible ways Noor can take an opponent's piece.

Sample Input:

```
5
W Rook A1
W Bishop H8
B Bishop F6
B Pawn A4
B King D2
```

Sample Output:

```
2
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