Flea on the Number Line (flea)

A flea lives on the number line, his home is at point 0. He woke up today and decided to jump around a bit. With each jump, he can move one unit to the left or one unit to the right of his current position. After making N jumps, he got tired and homesick, and now he wants to go back to point 0 with the minimal number of jumps. How many jumps does he have to make to get back to his original position?

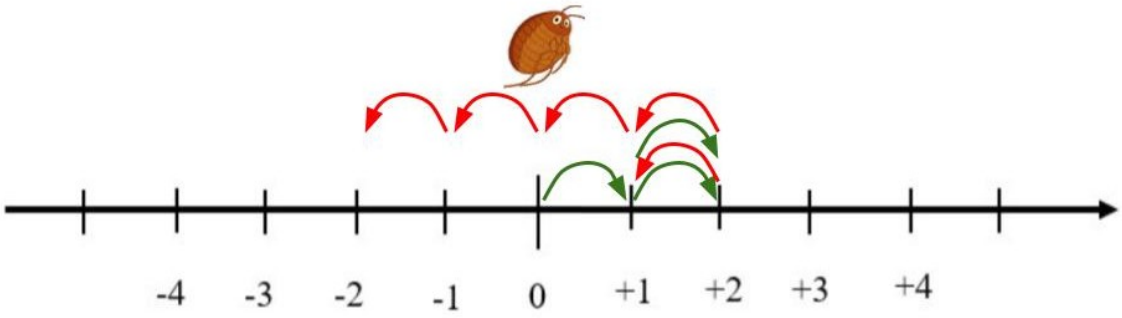

Figure 1: The flea can jump one unit left or right on the number line.

☞ Among the attachments of this task you may find a template file `flea.*` with a sample incomplete implementation.

Input

The first line contains the only integer N. The second line contains a string S of length N, descibing his jumps. The string contains only the uppercase `L` and `R` characters, where `L` means left jump and `R` means right jump.

Output

You need to write a single line with an integer: the minimal number of jumps that the flea has to make to get back to his original position.

Constraints

- $1 \leq N \leq 100$.
- $S[i] =$ `'R'` or $S[i] =$ `'L'` for each $i = 0 \ldots N-1$.

Scoring

Your program will be tested against several test cases grouped in subtasks. In order to obtain the score of a subtask, your program needs to correctly solve all of its test cases.

– **Subtask 1** (0 points) Examples.

– **Subtask 2** (15 points) $N = 2$.

– **Subtask 3** (10 points) $S[i] =$ `'L'` for each $i = 0 \ldots N-1$.

– **Subtask 4** (75 points) No additional limitations.

Examples

input	output
2 RL	0
8 LLRLRRRR	2

Explanation

In the **first sample case** the flea jumps first to the right and then to the left, which means he ends up at point 0, so from there he needs 0 additional jumps to reach his home at 0.

The **second sample case** is illustrated in the picture above. After $N = 8$ jumps, the flea ends up at point -2, and he needs 2 more jumps from there to get back to 0.