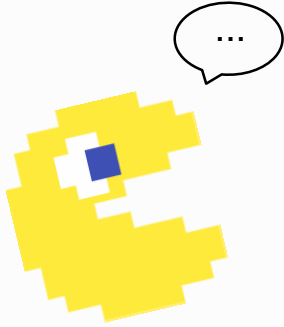


# LEVEL 4







**Pacman:** I want to collect all the coins on the board.

**Your task:** Find a movement sequence for Pacman that will collect all the coins on the board.



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- You are given a game board that follows the same rules as in the previous levels. It is guaranteed that all the coins are reachable with legal moves from Pacmans starting position.

In this level the ghosts will not move, they will stay where they are at the start of the game and can be treated like walls.

- **Find a movement sequence for Pacman that will collect all the coins on the board.**
- Pacmans movement sequence length cannot exceed the given maximum movement sequence length.
- It is guaranteed that there is always a correct solution. It is not necessary to implement an optimal solution.

Hint: Just like in the previous level,  
Pacman cannot walk into a wall or a ghost.



	Input	Output
Format	N boardMatrix pacmanRow pacmanColumn maxMovementSequenceLength	movementSequence
Types	N (int): the number of rows and columns of the board (range: 1 - 100) boardMatrix (StringList): N strings with the length of N pacmanRow (int): the row that Pacman is in (starting with 1) pacmanColumn (int): the column that Pacman is in (starting with 1) maxMovementSequenceLength (int): the maximum amount of steps that Pacman can take (always 25000 in this level)	movementSequence (String): a sequence of movements that will collect all the coins
Example	7 WWWWWWW WGCCCCW WCWWWCW WCCCCCW WGWWWPW WCCCCCW WWWWWWW 5 6 25000	UUULLLRRRDDLLLLUDRRRRDDLLLLRRRRU  This solution is correct since it will collect all the coins, however there would be many other correct solutions.



The background is a complex blue maze on a black field. It features several paths and dead ends. Scattered throughout are yellow circular pellets and four colorful ghost characters (red, yellow, cyan, and pink) in various positions. Some paths are highlighted with dotted lines. In the center, the words "GOOD LUCK" are written in a large, white, pixelated font.

GOOD LUCK