Objective

Among your old games, you found a somehow primitive game where you need to jump over holes. The principle is simple, you are running on a track and you need to jump over holes. At any time, you can either advance by one step, or perform a jump of between two and **P** steps. Having said that, you do not remember what is longest jump that you can perform (ie the maximum value of **P**) so you don't know if you can achieve the various levels.

You consequently need to determine what is the minimum value of **P** that would enable you to complete a given level.

Data

Inputs

Row *1*: an integer **N** comprised between *3* and *60* representing the width of the level.
Row *2*: a string of **N** characters representing the level using - for the solid floor and _ for an empty space over which you have to jump.

Output

The minimum value of **P** (**P** represents the maximum potential length of a jump) that will enable you to complete the level. If there is no hole on the ground, return *1*.

You can download sample input and output data files to work locally by clicking on the link at the bottom of the French version of the question

Téléchargez des fichiers d'exemple ainsi qu'un modèle de code pour travailler localement.