## Problem3– Trails 3D

### Trails is a simple reaction game where players race on a grid, leaving colored trails behind them; any player who touches the trailsis eliminated, and the last player alive is the winner.

### In the example, the two players start at points A and B respectively, moving on the grid and turning left and right, trying to surround each other. In point C, the red player crashes into the blue player's trail and loses the game.

### Trails 3D is similar, with the players racing on the surface of a 3D parallelepiped instead of inside a rectangle.

### There are two players,startingfrom the centers oftwo opposing walls of the cube, and turned in the same direction (towards one another). They move on a grid on the surface, and in every game cycle, they move one position in their current direction; before every move, they can turn left or right (turning is instant and doesn’t count as taking a cycle of game time).

### In the example, the two players start at the centers of the front and back faces; they race on several walls of the cube, until the red player surrounds the blue player, and the blue player crashes in point D.

### Additional rules for movement:

* two of the walls of the cube are **forbidden** – а playerwho tries to move on one of these walls crashes and loses the game; the forbidden walls are opposite one another (on the picture they are marked with diagonal lines);

### when a player reaches an edge of the cube, he continuesmoving on the next wall, in the same direction (see point A on the example);

### a player can move on the edge of the cube (see segment B-C); when he reaches a corner of the cube, he must turn left or right (see point C).

### The game ends when one or both of the players crash. If both players crash on the same game cycle, the game is a draw; otherwise, the one who didn't crash wins. Your program will read a sequence of moves from the console, and determine the winner and the distance between the start and endpoint of the red player, along the grid (in this case, 8 – 4 down, and 4along the bottom edge).

### Input

The input data should be read from the console. On the first line, you will read three integers - X, Y and Z - representing the dimensions of the cube. X and Y represent the dimensions of the walls on which the players start, X and Z are the dimensions of the forbidden walls, and Y and Z are the dimensions of the other two walls. The players start in the center of the two oppositeX\*Y walls,and move in the direction of edge Y (towards each other; see example input 2 below).

On the second and third line you will read two strings of characters representing the motion of the red and blue players respectively. The motion is represented as a string of 'M', 'L' and 'R' characters, where M means "move without turning, L means "turn left", and R means "turn right". 'M' character may have a number prefix. This number prefix shows how many "move without turning" actions must be performed.

The input data will be correct and there is no need to check it explicitly.

### Output

The output data should be printed on the console.

On the firstoutput line you should print “RED”, “BLUE” or “DRAW”, depending on who won the game.

On the second line, print thedistance between the start and endpoints of the red player, measured along the playing grid, as an integer (if the red player crashes into a forbidden wall, his final position is the point where he crashed).

### Constraints

* The numbers **X**, **Y** and **Z**arepositive even integers in the range [2…50].
* The motion strings will be between 2 and120 characters long (only characters M, L and R).
* The length of the motion strings will be long enough to finish the game.
* Allowed working time for your program: 0.1seconds.Allowed memory: 16 MB.

### Examples

|  |  |
| --- | --- |
| **Exampleinput (example on picture)** | **Exampleoutput** |
| 8 4 6  2MLM1MRM2MR2MLMLMR3MRM  LMMR2M4MRMLMRMR1M2MRM | BLUE  9 |

|  |  |
| --- | --- |
| **Example input (players move without turning and crash into each other)** | **Example output** |
| 4 2 4  3M1M  2M1M1M | DRAW  4 |