**Monster Maze**

# Program Name: monster.java Input File: monster.dat

You are stuck in a maze with monsters. You must get out of the maze while avoiding the monsters. The monsters cannot move, but can reach anything within one cell. 1s are pathways and 0s are holes. Do not fall in the holes. M represents a monster. There may be no monsters or a bunch of monsters.

**Input**

The first line represents the number of data sets to follow. In each data set the first line contains the rows and columns of the maze. The next r lines will contain the maze. Row is first and then column. The S represents the start. E represents the exit. The S and E can be anywhere in the maze. You can move up, down, left, and right – NO diagonals. You can assume the starting position will not be right next to a monster.

**Output**

Always output MADE IT HOMEY to signify that you made it out. Always output NO LUCK if you were unable to get out.

**Example Input File**

6

5 5

1S111

11100

M1100

111E1

11111

2 8

1S11MMMM

1111111E

7 7

S11111M

1111111

1111111

MMM1111

MM11111

MMMM111

MMMM11E

3 3

SE1

001

11M

4 4

000S

MM11

0010

E111

1 2

SE

**Example Output to Screen**

MADE IT HOMEY

NO LUCK

MADE IT HOMEY

MADE IT HOMEY

NO LUCK

MADE IT HOMEY