

## Castle on the grid

<https://www.hackerrank.com/challenges/castle-on-the-grid/problem>

You are given a square grid with some cells open (.) and some blocked (X). Your playing piece can move along any row or column until it reaches the edge of the grid or a blocked cell. Given a grid, a start and an end position, determine the number of moves it will take to get to the end position.

For example, you are given a grid with sides  $n = 3$  described as follows:

```
. . .  
. X .  
. . .
```

Your starting position ( $startX, startY$ ) = (0,0) so you start in the top left corner. The ending position is ( $goalX, goalY$ ) = (1,2). The path is (0,0) → (0,2) → (1,2). It takes 2 moves to get to the goal.

### Function Description

Complete the `minimumMoves` function in the editor. It must print an integer denoting the minimum moves required to get from the starting position to the goal.

`minimumMoves` has the following parameter(s):

- `grid`: an array of strings representing the rows of the grid
- `startX`: an integer
- `startY`: an integer
- `goalX`: an integer
- `goalY`: an integer

### Input Format

The first line contains an integer  $n$ , the size of the array `grid`.

Each of the next  $n$  lines contains a string of length  $n$ .

The last line contains four space-separated integers,  $startX, startY, goalX, goalY$

### Constraints

- $1 \leq n \leq 100$
- $0 \leq startX, startY, goalX, goalY < n$

### Output Format

Print an integer denoting the minimum number of steps required to move the castle to the goal position.

Sample Input	Sample Output	Explanation
3 .X. .X. ... 0 0 0 2	3	Here is a path that one could follow in order to reach the destination in 3 steps: (0,0) → (2,0) → (2,2) → (0,2)

[github.com/andy489](https://github.com/andy489)