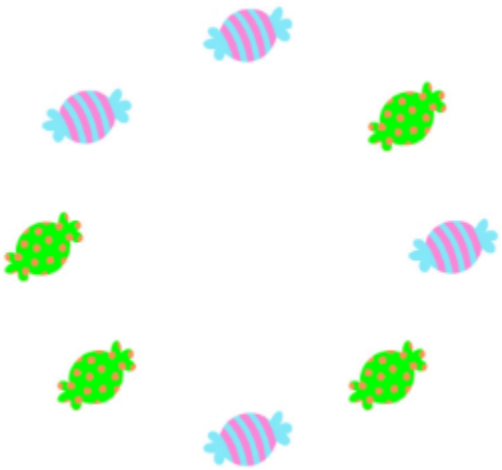
Candy Matching

PROBLEM

“Candy Matching” is a simple game to get pairs of candies placed on a circle. In this game, there are only two kinds of candies, blue and yellow.

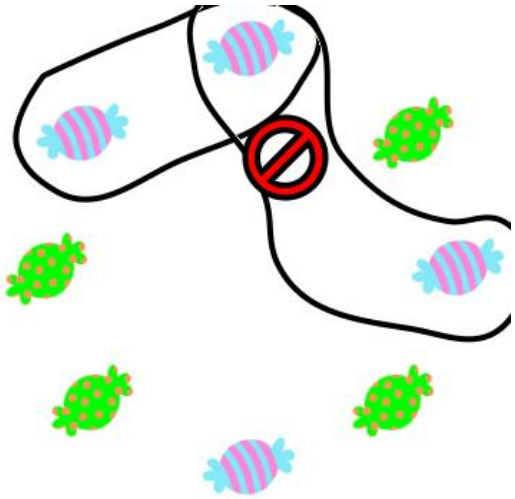
For example:



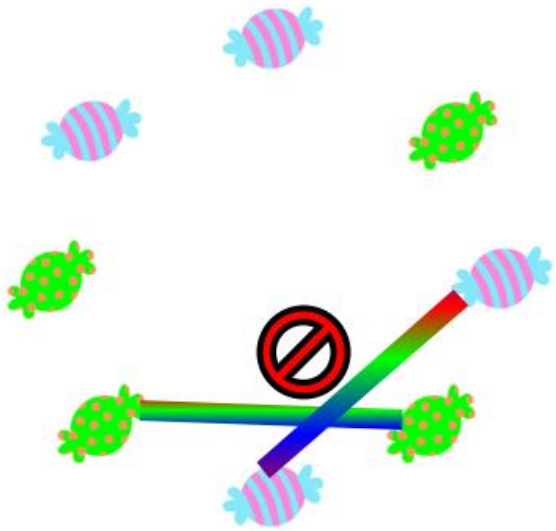
Your goal is to take as many pairs of candies as you can. But, of course, there are some restrictions:

1. You can pick the same kind of candy in each pairing.

2. You cannot choose the candies which are paired up already.



3. After a pair of candies is chosen, there is a straight rainbow line connecting them. You cannot cross any rainbow lines when you are making pairs.



INPUT

For each test case, there is a line of string (0 < length < 51), which contain character ‘B’ and/or ‘Y’ only. The i-th character of that string represents the type of the candy on the circle. ‘B’ represents blue candy, ‘Y’ represents yellow candy.

The input ends with EOF.

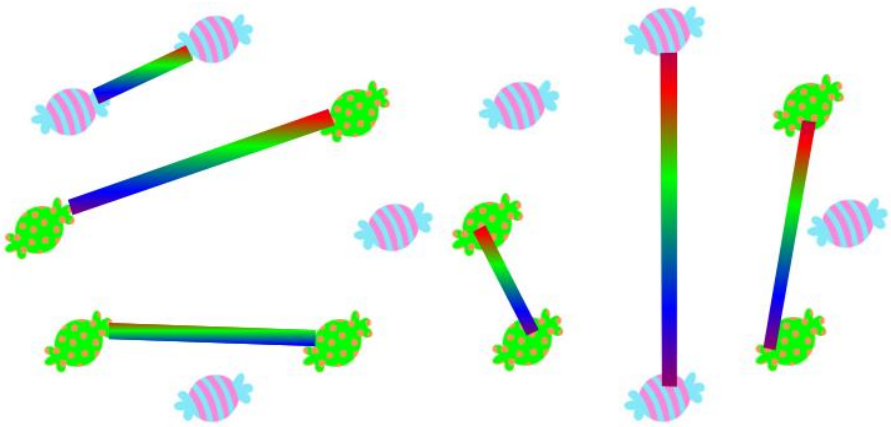
OUTPUT

For each test case, print the maximum number of pairs can be formed.

SAMPLE INPUT AND OUTPUT

BBYBYBYY	3
YYYY	2
BBBBB	2
YBYBYBYBY	4
YYYBYBYBYBYB	5
Y	0
YBYYBBYB	3
YBYBBYBYB	4

First input, the possible matching:



They both give 3 pairs, which is the maximum number of pairs we can get.

5th input: