## http://tetrismania.net/media/info/tetriminos.pngProblem 4 – Tetris

In the classical Tetris game we have 7 Tetris figures (also called "**tetriminos**"), shown at the figure on the right: **I**, **L**, **J**, **O**, **Z**, **S** and **T**. You are given a rectangular Tetris **game field** consisting of full end empty cells. Your task is to write a JavaScript function to **count the number of each of these 7 tetriminos** (with overlapping, without rotations). For example, on the figure below we have a game field with 2 "**I**", 1 "**L**", 5 "**J**", 3 "**O**", 3 "**Z**", 4 "**S**" and 3 "**T**" figures on it.

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
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| - | - | o | - | - | o | - |  | - | - | **o** | - | - | **o** | - |  | - | - | o | - | - | o | - |  | - | - | **o** | - | - | **o** | - |  | - | - | o | - | - | o | - |
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| - | - | - | o | o | - | - | - | - | - | o | o | - | - | - | - | - | o | o | - | - | - | - | - | **o** | **o** | - | - | - | - | - | o | o | - | - |
| The game field | | | | | | | 2 pieces "**I**" | | | | | | | 1 piece "**L**" | | | | | | | 3 pieces "**J**" | | | | | | | +2 more pieces "**J**" | | | | | | |
| - | - | o | - | - | o | - |  | - | - | o | - | - | o | - |  | - | - | o | - | - | o | - |  | - | - | o | - | - | o | - |  | - | - | o | - | - | o | - |
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| - | **o** | **o** | **o** | **o** | **o** | - | - | **o** | **o** | **o** | o | o | - | - | o | o | o | **o** | **o** | - | - | o | o | **o** | **o** | o | - | - | **o** | **o** | **o** | **o** | **o** | - |
| - | - | - | **o** | **o** | - | - | - | - | - | **o** | **o** | - | - | - | - | - | **o** | **o** | - | - | - | - | - | o | o | - | - | - | - | - | **o** | **o** | - | - |
| 3 pieces "**O**" | | | | | | | 3 pieces "**Z**" | | | | | | | 3 pieces "**S**" | | | | | | | + 1 more piece "**S**" | | | | | | | 3 pieces "**T**" | | | | | | |

### Input

The input will be read from the console. Each game field line holds only two letters: '**-**' and '**o**' (empty and full cells). All game field lines have the same length. An **empty line** denotes the **end** of the input. The input data will always be valid and in the format described. There is no need to check it explicitly.

### Output

Print at the console the number of **I**, **L**, **J**, **O**, **Z**, **S** and **T** tetriminos found in the game field (with overlapping and without rotations) in the same format like in the sample output below.

### Constraints

* The **size of the game field** is in the range [2…100].
* All **input lines** have the same length and consist only of '**-**' and '**o**' (empty and full cells).
* Allowed working time: 0.2 seconds. Allowed memory: 16 MB.

### Examples

|  |  |
| --- | --- |
| **Input** | **Output** |
| 5 7  --o--o-  --oo-oo  ooo-oo-  -ooooo-  ---oo-- | I:2, L:1, J:5, O:3, Z:3, S:4, T:3 |

|  |  |
| --- | --- |
| **Input** | **Output** |
| 3 3  -oo  ooo  ooo | I:0, L:1, J:2, O:3, Z:1, S:2, T:1 |