

## 02. Bomb Field

One of the mission that new agents have to complete is called BombField. Your task is to implement the mission into a simple program.

We get as input **the size** of the **field** in which our sapper moves. The field is **always a square**. After that we receive the commands which represent the directions in which the sapper should move. The sapper **starts** from **s**-position. The commands will be: **left/right/up/down**. If the sapper reaches the side edge of the field (left, right, up or down), it **remains on his current position**. The possible characters that may appear on the screen are:

- **+** – regular position on the field.
- **e** – end of the route.
- **B** – bomb
- **s** - the place where the **sapper starts**

Each time when sapper finds a bomb, he deactivates it, and **replace "B" with "+"**. Keep track of the **count of the bombs**. Each time you find a bomb, you have to print the following message: **"You found a bomb!"**. If sapper **steps at the end of the route game is over (the program stops)** and you have to print the output as shown in the output section. After executing all of the commands there are only 2 possible outcomes (there are not going to be more cases):

- if you found all bombs – you win and the game ends
- if you reach the end point ("e"), you have to stop

Print the corresponding output depending on the case.

### Input

- **Field size** – an integer number.
- **Commands to move** the sapper – an array of strings separated by ",".
- **The field: some of the following characters (+, e, B, s)**, separated by whitespace (" ");

### Output

- There are three types of output:
  - If all of the bombs have cleared print the following output: **"Congratulations! You found all bombs!"**
  - If you reached the end, you have to stop moving and print the following line: **"END! {bombs left} bombs left on the field"**
  - If there are no more commands and none of the above cases happens, you have to print the following message: **"{bombs left} bombs left on the field. Sapper position: ({row},{col})"**

### Constraints

- The **input numbers** will be a 32-bit integer in the range [0 ... 2 147 483 647].
- Allowed working time for your program: 0.1 seconds.
- Allowed memory: 16 MB.

## Examples

Input	Output	Comments
<b>5</b> up,right,right,up,right +++ B + +++ e + ++ B ++ s ++ B + ++ B ++	You found a bomb! END! 3 bombs left on the field	After executing all of the commands,sapper move to the <b>end point</b> .But there are some boms left, so we print the information.
<b>4</b> up,right,right,right,down +++ e ++ B + + s + B ++++	You found a bomb! You found a bomb! Congratulations! You found all bombs!	The sapper reached the <b>end of the field</b> , so he remains hes position and we print the message. After all the bombs are found, we should stop the program and print the appropriate message.
<b>6</b> left,left,down,right,up,left,left,down,down,down ++++++ e +++ B + ++ B s ++ ++++++ B +++ B + ++ B +++	You found a bomb! You found a bomb! 3 bombs left on the field. Sapper position: (5,0)	The sapper finds a bomb, then he steps on it <b>again</b> , but it <b>does not count</b> . After executing all comands sapper did not reach the end and did not found all bombs, so we print the appropriate message.