

A. Bit++

time limit per test: 1 second

memory limit per test: 256 megabytes

input: standard input

output: standard output

The classic programming language of Bitland is Bit++. This language is so peculiar and complicated.

The language is that peculiar as it has exactly one variable, called *X*. Also, there are two operations:

- Operation ++ increases the value of variable *X* by 1.
- Operation -- decreases the value of variable *X* by 1.

A statement in language Bit++ is a sequence, consisting of exactly one operation and one variable *X*. The statement is written without spaces, that is, it can only contain characters "+", "-", "X". Executing a statement means applying the operation it contains.

A programme in Bit++ is a sequence of statements, each of them needs to be executed. Executing a programme means executing all the statements it contains.

You're given a programme in language Bit++. The initial value of *X* is 0. Execute the programme and find its final value (the value of the variable when this programme is executed).

Input

The first line contains a single integer n ($1 \leq n \leq 150$) — the number of statements in the programme.

Next n lines contain a statement each. Each statement contains exactly one operation (++ or --) and exactly one variable *X* (denoted as letter «X»). Thus, there are no empty statements. The operation and the variable can be written in any order.

Output

Print a single integer — the final value of *X*.

Examples

input
1
++X
output
1

input
2
X++
--X
output
0

Codeforces Round #173 (Div. 2)

Finished

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