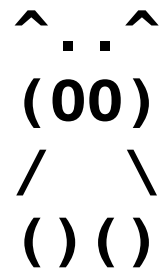# Problem A. ASCII Area

Input file:	`ascii.in`
Output file:	`ascii.out`

Long time ago, most of PCs were equipped with video cards that worked only in text mode. If the programmer wanted to show a picture on a screen, he had to use pseudographics or ASCII art like this:

```
  ^..^
 (OO)
 /  \
 ()()
```

In this problem you are given a polygon, drawn using ASCII art. Your task is to calculate its area.

The picture is formed using characters '.', '\', and '/'. Each character represents a unit square of the picture. Character '.' represents an empty square, character '/' — a square with a segment from the lower left corner to the upper right corner, and character '\' — a square with a segment from the upper left corner to the lower right corner.
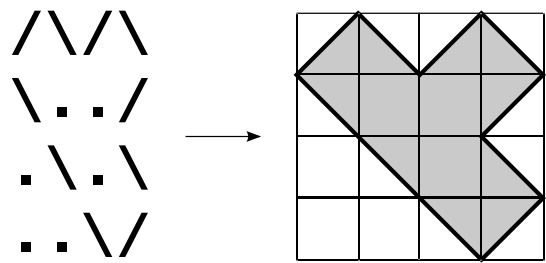
Input

The first line of the input file contains integer numbers h and w ($2 \le h, w \le 100$) — height and width of the picture. Next h lines contain w characters each — the picture drawn using ASCII art.

It is guaranteed that the picture contains exactly one polygon without self-intersections and self-touches.

Output

Print to the output file one integer number — the area of the polygon.

Sample input and output

ascii.in	ascii.out
4 4 /\/\ \../ .\.\ ..\/	8