

Let's play osu!mania

sahuang

1 Problem Statement

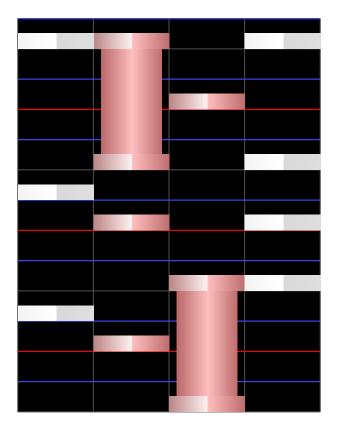


Figure 1: osu!mania beatmap

Miku has been practising *osu!mania 4K* for a while. It is a 4-key rhythm game where players will play a *beatmap* by pressing the correct key for that specific note in time.

There are two types of objects in an *osu!mania* beatmap:

- 1. **Tap notes**: The falling notes must be tapped on the judgement line, with correct key corresponding to each of the note it falls to.
- 2. **Hold notes**: When the hold note reaches the judgement line, tap the starting note in time with correct key, hold, and release it at the ending note of the hold note.

Given a valid 4K beatmap, *Miku* has asked you to calculate how many objects are there in this beatmap.



2 Input

The first line of input contains an integer N ($10 \le N \le 10,000$), which corresponds to the length of the beatmap (i.e. number of lines as shown in Figure 1).

The next N lines describe the beatmap. Each line is a string of length 6 where first and last character is guaranteed to be a vertical bar ("|"). The other 4 characters can be one of the following:

- 1. A single space (" ") meaning there is no note
- 2. A hyphen ("-") meaning this is either a tap note or the beginning/ending of a hold note
- 3. A pound sign ("#") meaning it's the body of a hold note

It is guaranteed that the beatmap is valid, i.e. no overlapping notes or broken hold notes. Each hold note will have a beginning note "-", at least one body "#" and an ending note "-".

3 Output

Output a single integer representing the total number of objects (tap notes + hold notes) in the beatmap.

4 Sample

Sample Input	Sample Output
13 # # -# # #	12



5 Explanation

There is a total of 12 objects as shown in Figure 2.

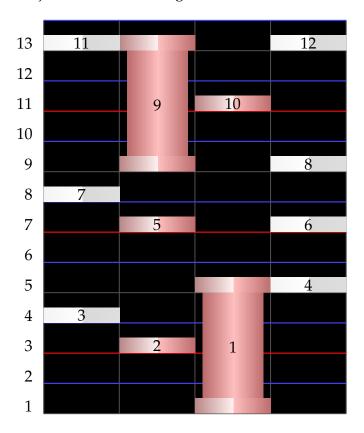


Figure 2: Beatmap explained