

# Let's play *osu!mania*

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## 1 Problem Statement

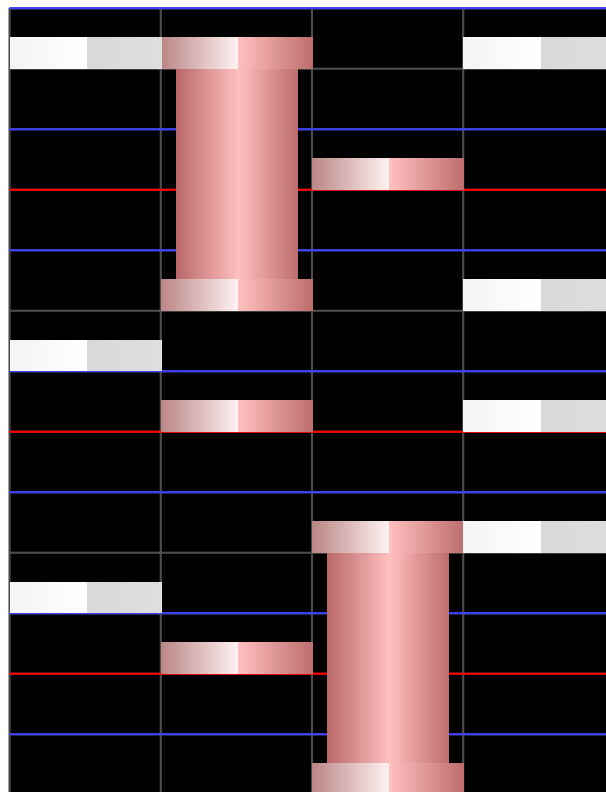


Figure 1: *osu!mania* beatmap

*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  $N$  ( $10 \leq N \leq 10,000$ ), 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.

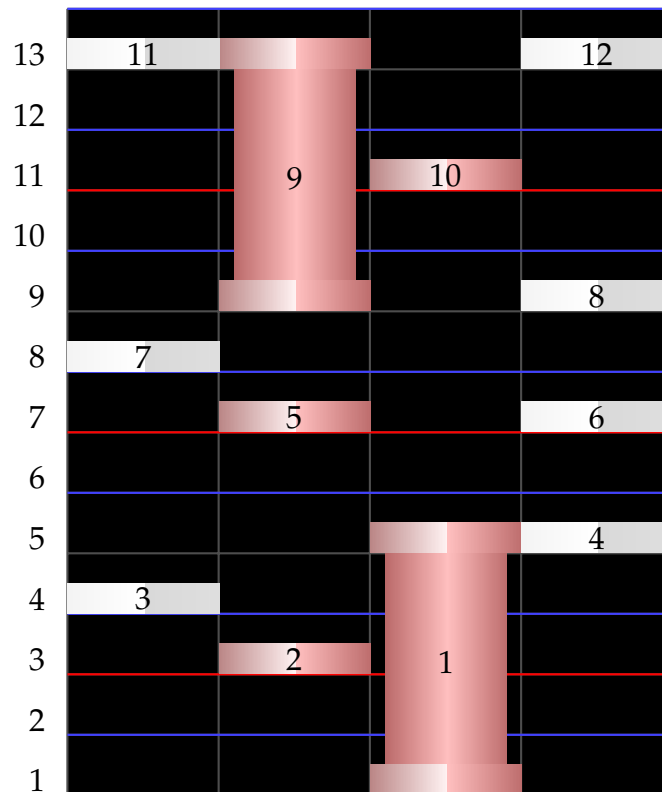


Figure 2: *Beatmap* explained