

Bomberman (/problems/bomberman/info.pdf)[Submit](#)
(/##/judge?
problem=69)

Have you ever played the arcade game Bomberman?

Bomberman is played on an **N** by **N** grid, ($2 \leq N \leq 1000$). Each square on the grid can contain either a wall (**W**), an enemy (**E**), or nothing (**x**). If a bomb is placed on an empty square, it will obliterate any enemy it covers but is stopped by walls or the edge of the grid.

For example, in the following grid, the most enemies that can be killed from one bomb is 3 (the bomb would need to be placed on row 3 column 1).

```
Exxxx
Exxxx
xxEWE
Wxxxx
Exxxx
```

Given a grid, determine the maximum number of enemies a single bomb can kill.

Input

You will be given an integer, **N**, representing the size of the board, followed by a board of size **N** by **N**.

Output

Output will consist of an integer on its own line representing the maximum number of enemies a single bomb can kill.

Sample Case 1

```
5
Exxxx
Exxxx
xxEWE
Wxxxx
Exxxx
```

Sample Case 2

```
4
xEEx
xExE
xWEW
xWxE
```

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