

## A. Kalevitch and Chess

time limit per test: 2 seconds  
memory limit per test: 64 megabytes

A famous Berland's painter Kalevitch likes to shock the public. One of his last obsessions is chess. For more than a thousand years people have been playing this old game on uninteresting, monotonous boards. Kalevitch decided to put an end to this tradition and to introduce a new attitude to chessboards.

As before, the chessboard is a square-checked board with the squares arranged in a  $8 \times 8$  grid, each square is painted black or white. Kalevitch suggests that chessboards should be painted in the following manner: there should be chosen a horizontal or a vertical line of 8 squares (i.e. a row or a column), and painted black. Initially the whole chessboard is white, and it can be painted in the above described way one or more times. It is allowed to paint a square many times, but after the first time it does not change its colour any more and remains black. Kalevitch paints chessboards neatly, and it is impossible to judge by an individual square if it was painted with a vertical or a horizontal stroke.

Kalevitch hopes that such chessboards will gain popularity, and he will be commissioned to paint chessboards, which will help him ensure a comfortable old age. The clients will inform him what chessboard they want to have, and the painter will paint a white chessboard meeting the client's requirements.

It goes without saying that in such business one should economize on everything — for each commission he wants to know the minimum amount of strokes that he has to paint to fulfill the client's needs. You are asked to help Kalevitch with this task.

### Input

The input file contains 8 lines, each of the lines contains 8 characters. The given matrix describes the client's requirements, **W** character stands for a white square, and **B** character — for a square painted black.

It is guaranteed that client's requirments can be fulfilled with a sequence of allowed strokes (vertical/column or horizontal/row).

### Output

Output the only number — the minimum amount of rows and columns that Kalevitch has to paint on the white chessboard to meet the client's requirements.

### Examples

|  |                      |
|--|----------------------|
| <b>input</b>   | <a href="#">Copy</a> |
| <pre> WWWBWWBW BBBBBBBB WWWBWWBW WWWBWWBW WWWBWWBW WWWBWWBW WWWBWWBW WWWBWWBW </pre> |                      |
| <b>output</b>  | <a href="#">Copy</a> |
| 3  |                      |

|   |                      |
|---|----------------------|
| <b>input</b>                            | <a href="#">Copy</a> |
| <pre> WWWWWWWW BBBBBBBB WWWWWWWW </pre> |                      |

### → Attention

The package for this problem was not updated by the problem writer or Codeforces administration after we've upgraded the judging servers. To adjust the time limit constraint, a solution execution time will be multiplied by 2. For example, if your solution works for 400 ms on judging servers, then the value 800 ms will be displayed and used to determine the verdict.

### Codeforces Beta Round 7

Finished

Practice



### → Virtual participation

Virtual contest is a way to take part in past contest, as close as possible to participation on time. It is supported only ICPC mode for virtual contests. If you've seen these problems, a virtual contest is not for you - solve these problems in the archive. If you just want to solve some problem from a contest, a virtual contest is not for you - solve this problem in the archive. Never use someone else's code, read the tutorials or communicate with other person during a virtual contest.

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### → Submit?

Language: GNU G++23 14.2 (64 bit, ms) ▼

Choose file: [Choose File](#) No file chosen

[Submit](#)

### → Last submissions

| Submission                | Time              | Verdict                |
|---------------------------|-------------------|------------------------|
| <a href="#">324370236</a> | Jun/14/2025 15:38 | Accepted               |
| <a href="#">324369959</a> | Jun/14/2025 15:35 | Wrong answer on test 5 |

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output

Copy

1

→ Problem tags

brute force

constructive algorithms

\*1100

No tag edit access

→ Contest materials

• Codeforces Beta Round #7

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