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The Virtual Learning Environment for Computer Programming

## Escape from the board

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Examen parcial d'Algorísmia, FME (2010-10-26)

Consider an  $n \times m$  chess board. Initially you are at the lower-right corner, that is, at the position (n-1, m-1). Your goal is to get out of the board. There are some prohibited cells, marked with asterisks. The allowed cells have a 'K' or an 'N'. When you are on a 'K', you can move like a chess king. When you are on an 'N', you can move like a chess knight. Moreover, you cannot make any move that increments the current row or column. In how many ways can you leave the board?

### Input

Input consists of several cases. Every case begins with two natural numbers n and m, both between 1 and 12. Follow n lines with m characters each, which can be an asterisk, a 'K' or an 'N'. The lower-right corner never has an asterisk.

#### Output

For every case, print the number of ways to leave the board. This number is always smaller than  $10^9$ .

Sample input	Sa
1 2 *K	2 4 0
1 2 NK	10
2 2	
**	
*K	
3 3	
KK*	
K**	
**N	
3 7	
NK***KK	
KK*NKKK	
KKKKKKN	

## Sample output

0

#### **Problem information**

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