

# The Garden

Create a program that helps you **harvest** vegetables. There are **three** kinds of **vegetables** in your garden:

- **Lettuce** – 'L', **Potatoes** – 'P', **Carrots** – 'C'

**First**, you will receive the **rows** of the garden. Then for **each** row, you will receive the **vegetables**, separated by space in the following format:

"{vegetable<sub>1</sub>} {vegetable<sub>2</sub>} {vegetable<sub>3</sub>}... {vegetable<sub>n</sub>}"

Then you will start receiving **commands**. Here are the possible ones you can receive:

- **"Harvest {row} {col}"** – you must go to the given place in the garden and harvest the vegetable, **if it exists**. When you harvest a vegetable, you leave an **empty space** in the cell – ' '. Keep in mind, that you **can't harvest** a vegetable, which was already **harvested** or **harmed**.
- **"Mole {row} {col} {direction}"** – there is a mole in that cell and it goes in that direction, which means the mole, goes from **this cell** until the last cell in the given direction. It **harms** the **given cell**, **skips the next**, and **harms the next one**, and so on **until the last cell**. Mark the **harmed** cells with a **space** - ' '. Keep in mind, that you **can't harm** a vegetable, that was **already harmed** or **harvested**. There are four possible directions:
  - "Up", "Down", "Left", "Right"
- **"End of Harvest"** – ends the input.

Here is an example of the **mole's harm radius**:

	L	P
L	P	P
C	P	
	C	P
C	L	
M	C	C

DIRECTION UP

In the end, **print the resulting garden**. The cells must be **separated by a space**. Then **print** the **vegetables** you have successfully **harvested** and the **count of harmed vegetables** you have found in the following format:

"Carrots: {countOfCarrots}"

Potatos: {countOfPotatos}"

Lettuce: {countOfCucmbers}"

Harmed vegetables: {count}"

## Input / Constraints

- On the first line, you will receive the **count of rows**.
- On the next lines, for **each row**, you will receive the vegetables in the described format.
- Next, until you receive **"End of Harvest"**, you will be receiving commands in the described format.
- The input will always be **valid** and you don't need to check it explicitly.

## Output

- Print the **resulting garden** – each cell separated by a single space.
- Print the **harvested** and **harmed vegetables** in the format described above.

## Examples

Input	Output	Comment
4 L P C L L L L C P P P C C C C P C L P C L P C L Harvest 0 2 Harvest 3 0 Harvest 4 2 Mole 2 2 up Mole 1 1 right End of Harvest	L P L L L C P C C C C L P C L P C L Carrots: 1 Potatoes: 1 Lettuce: 0 Harmed vegetables: 4	When we receive the "Harvest" command, we go to the <b>given coordinates</b> and harvest the 'C' and leave an empty space ' '. After that, we go to the 'P' on 3 0 and we take it. After that we receive <b>invalid coordinates</b> , so we don't do anything. Upon receiving the <b>mole</b> command, we <b>harm</b> the vegetable in <b>its cell</b> and every vegetable in the described way - harm the current cell, <b>skip</b> the <b>next</b> and this repeats <b>until the end of the row/coll</b> . We leave <b>empty spaces</b> in the cells. In the end, we have <b>4 harmed vegetables</b> , <b>one</b> harvested <b>carrot</b> and <b>one</b> harvested <b>potato</b> .
3 P L C C C C C C C L L P P P L L L Harvest 0 0 Harvest 1 3 Mole 2 0 up Harvest 2 5 Harvest 1 1 Harvest 0 2 Harvest 1 4 End of Harvest	L C C C L P P P L L Carrots: 4 Potatoes: 1 Lettuce: 1 Harmed vegetables: 1	