

# Bot saves princess - 2



## Problem Statement

In this version of "Bot saves princess", Princess Peach and bot's position are randomly set. Can you save the princess?

## Task

Complete the function `nextMove` which takes in 4 parameters - an integer `N`, integers `r` and `c` indicating the row & column position of the bot and the character array `grid` - and outputs the **next** move the bot makes to rescue the princess.

## Input Format

The first line of the input is `N` (<100), the size of the board (`NxN`). The second line of the input contains two space separated integers, which is the position of the bot.

Grid is indexed using [Matrix Convention](#)

The position of the princess is indicated by the character 'p' and the position of the bot is indicated by the character 'm' and each cell is denoted by '-' (ascii value: 45).

## Output Format

Output only the **next** move you take to rescue the princess. Valid moves are LEFT, RIGHT, UP or DOWN

## Sample Input

```
5
2 3
-----
-----
p--m-
-----
-----
```

## Sample Output

```
LEFT
```

## Scoring

Your score for every testcase would be (`NxN` minus number of moves made to rescue the princess)/10 where `N` is the size of the grid (5x5 in the sample testcase). Maximum score is 17.5