657. Judge Route Circle

Initially, there is a Robot at position (0, 0). Given a sequence of its moves, judge if this robot makes a circle, which means it moves back to **the original place**.

The move sequence is represented by a string. And each move is represent by a character. The valid robot moves are `R` (Right), `L` (Left), `U` (Up) and `D` (down). The output should be true or false representing whether the robot makes a circle.

Example 1:

```
Input: "UD"
Output: true
```

Example 2:

```
Input: "LL"
Output: false
```



```python
class Solution(object):
    def judgeCircle(self, moves):
        countU = countD = countL = countR = 0
        for i in range(len(moves)):
            if moves[i] == 'U':
                countU +=1
            if moves[i] == 'D':
                countD +=1
```

```
            if moves[i] == 'L':
                countL +=1
            if moves[i] == 'R':
                countR +=1
        if (countU == countD) and (countL == countR):
            return True
        else:
            return False
```

Notes

Custom Testcase (Contribute !)

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