## 657. Judge Route Circle



■ Description (/problems/judge-route-circle/description/)

♀ Hints (/problems/judge-route-circ

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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:

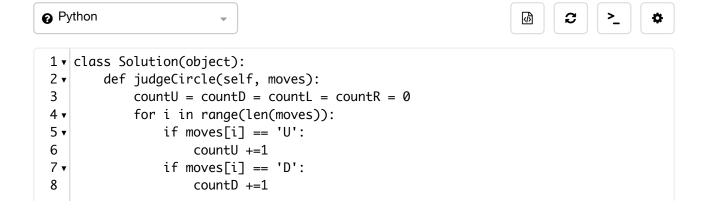
Input: "LL"
Output: false

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```
if moves[i] == 'L':
  9 ▼
 10
                         countL +=1
 11 ▼
                    if moves[i] == 'R':
                         countR +=1
 12
               if (countU == countD) and (countL == countR):
 13 ▼
 14
                    return True
 15 ▼
               else:
 16
                    return False
                                                                  Run Code
                                                                                  △ Submit Solution
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```

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