

Question 4

Correct

Mark 1.00 out of 1.00

Flag question

You are creating a Bomber Man Lite 2D with the field of size 10X10.

The rule is a player can put a bomb in any cell of the field. When a bomb explodes, it will destroy a cell itself and all **adjacent** cells in 8 directions (i.e., up, down, left, right and on diagonals). For example if the bomb is placed at the cell (4, 3), the adjacent cells in all direction and itself will be destroyed as follow.

		X	X	X					
		X	X(B)	X					
		X	X	X					

Your task is to write a program to count number of destroyed cells in the field when number of bombs and position of bombs are provided.

Input

The first line of the input is a number of bomb in the field.

The following lines are position of each bomb (row and column) located in the field.

Output

The output is the total number of destroyed cells in the field.

For example:

Input	Result
2	18
4 3	
8 8	

	Input	Expected	Got	
✓	2 4 3 8 8	18	18	✓
✓	5 1 1 5 2 8 9 4 5 7 4	41	41	✓
✓	10 2 3 5 1 0 9 7 4 3 7 2 7 4 6 5 2 0 3 1 1	58	58	✓
✓	8 2 4 6 7 1 2 0 0 4 8 9 7 2 3 4 4	47	47	✓

✓	10	58	58	✓
	2 7			
	4 6			
	5 2			
	5 1			
	0 9			
	0 3			
	1 1			
	7 4			
	3 7			
	2 3			

Passed all tests! ✓

Correct

Marks for this submission: 1.00/1.00.