Check mate in one

You will get a board as plain text with new line encodings as "\n". The task is to find the mate in one move and send it back as a response in the following format (eg. "e2e4").

In this format the first two characters represent the starting position of the piece to be moved, and the last two characters represent the ending position of the piece.

In special cases like when you promote a pawn, you should add the piece you are promoting to at the end of the string (eg. "e7e8Q" to promote to a queen).

The promotion to queen is represented by 'Q', to rook by 'R', to bishop by 'B', and to knight by 'N'.

The columns are represented by letters from 'a' to 'h' starting from the left side of the board (from White's perspective), and the rows are represented by numbers from '1' to '8' starting from the bottom of the board (from White's perspective).

You can assume that the input will always have a valid mate in one move for the player whose turn it is to move.

After the board representation and new line, you will get a string representing the color of the player to move ("white" or "black").

Example

Input:

```
♜■♝♛♚♝♟□♜
♟♟♟♟♟■♟♟♟
□■♞■□♞□■
■□■□♟□♛♕
□■♗■♙■□■
■□■□■□■□
♙♙♙♙□♙♙♙
♖♘♗♔□♗♖
white
```

Output:

```
h5f7
```