

HOME TOP CATALOG CONTESTS GYM PROBLEMSET GROUPS RATING EDU API CALENDAR HELP

PROBLEMS SUBMIT STATUS STANDINGS CUSTOM TEST

A. Nearly Lucky Number

time limit per test: 2 seconds memory limit per test: 256 megabytes input: standard input output: standard output

<u>Petya loves lucky numbers. We all know that lucky numbers are the positive integers whose decimal representations contain only the lucky digits 4 and 7. For example, numbers 47, 744, 4 are lucky and 5, 17, 467 are not.</u>

Unfortunately, not all numbers are lucky. Petya calls a number $\underline{nearly \ lucky}$ if the number of lucky digits in it is a lucky number. He wonders whether number \underline{n} is a nearly lucky number.

Input

The only line contains an integer n ($1 \le n \le 10^{18}$).

Please do not use the %Ild specificator to read or write 64-bit numbers in C++. It is preferred to use the cin, cout streams or the %I64d specificator.

Output

Print on the single line "YES" if n is a nearly lucky number. Otherwise, print "NO" (without the quotes).

Examples

input	Сору
40047	
output	Сору
NO	
input	Сору
7747774	
output	Сору
YES	
input	Сору
1000000000000000000	
output	Сору
NO	

Note

In the first sample there are 3 lucky digits (first one and last two), so the answer is " $\mathbb{N}\mathbb{O}$ ".

In the second sample there are 7 lucky digits, 7 is lucky number, so the answer is "YES".

In the third sample there are no lucky digits, so the answer is "NO".

→ Attention

The package for this problem was not updated by the problem writer or Codeforces administration after we've upgraded the judging servers. To adjust the time limit constraint, a solution execution time will be multiplied by 2. For example, if your solution works for 400 ms on judging servers, then the value 800 ms will be displayed and used to determine the verdict.

Codeforces Beta Round #84 (Div. 2 Only)

Finished

Practice



→ Virtual participation

Virtual contest is a way to take part in past contest, as close as possible to participation on time. It is supported only ICPC mode for virtual contests. If you've seen these problems, a virtual contest is not for you solve these problems in the archive. If you just want to solve some problem from a contest, a virtual contest is not for you solve this problem in the archive. Never use someone else's code, read the tutorials or communicate with other person during a virtual contest.

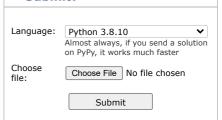
Start virtual contest

→ Clone Contest to Mashup

You can clone this contest to a mashup.

Clone Contest

→ Submit?



→ Problem tags

implementation *800 No tag edit access

→ Contest materials

Announcement



Tutorial

Codeforces (c) Copyright 2010-2022 Mike Mirzayanov The only programming contests Web 2.0 platform Server time: Aug/08/2022 21:32:11^{UTC+4.5} (i2).

Desktop version, switch to mobile version.

Privacy Policy

Supported by



