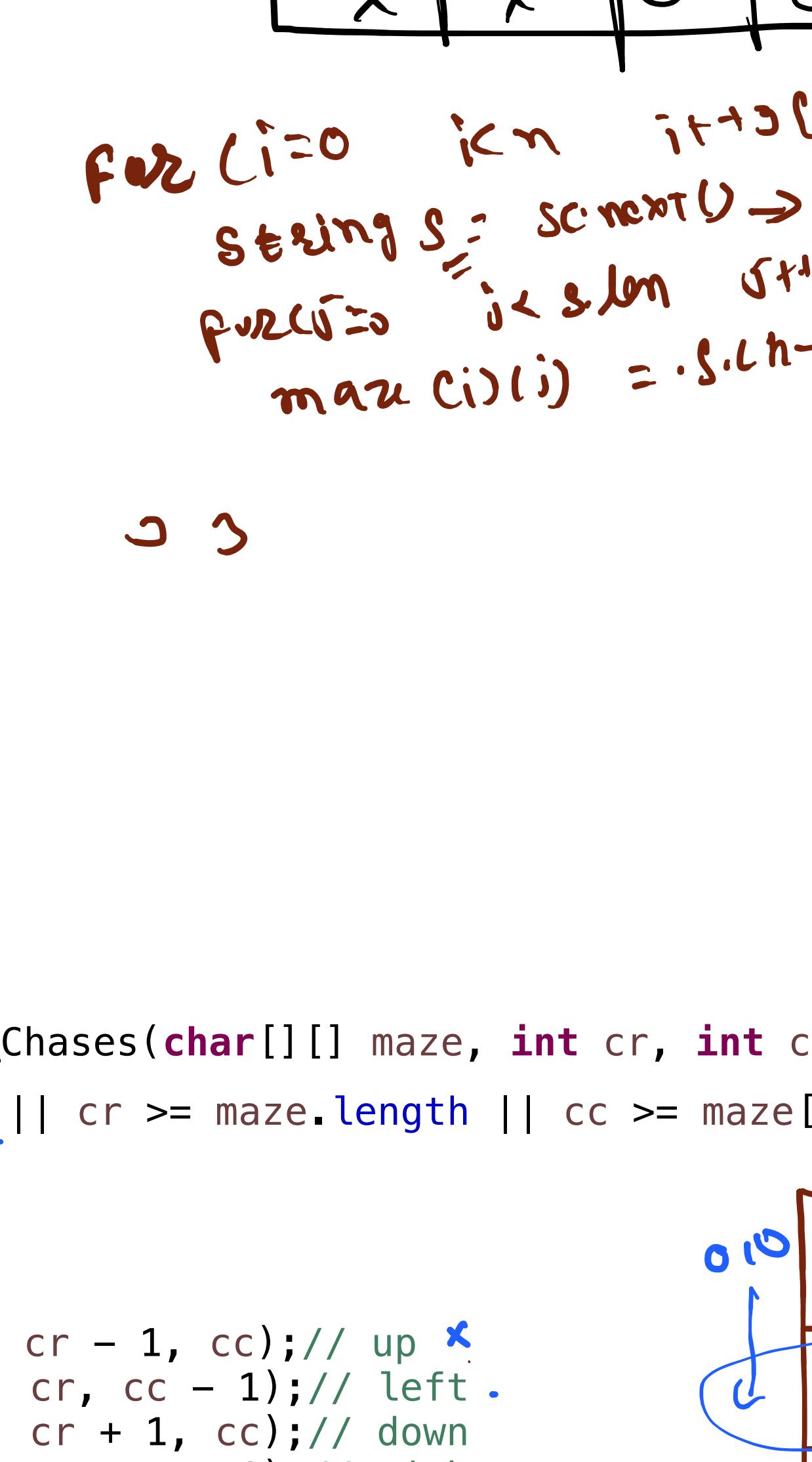


**Input**

5 4  
0X00  
000X  
XOXO  
XOOX  
XXOO



```
for (i=0; i<n; i++) {
    string s = sc.next();
    for (j=0; j<m; j++) {
        maze[i][j] = s.charAt(j);
    }
}
```

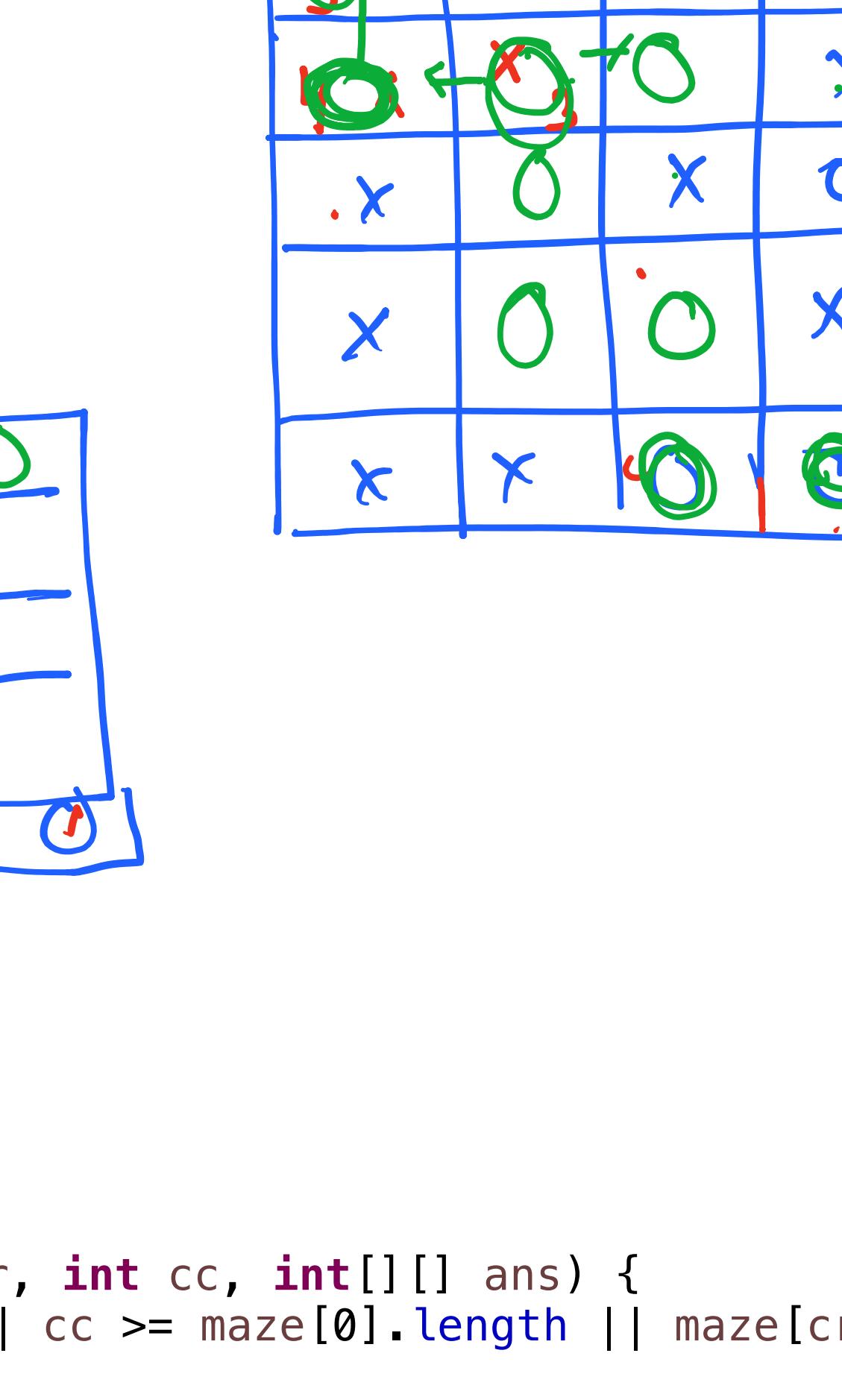


cr, cc  
cr+1, cc  
cr, cc+1  
cr+1, cc+1

```
public static void Rat_Chases(char[][] maze, int cr, int cc) {
    if (cr < 0 || cc < 0 || cr >= maze.length || cc >= maze[0].length) {
        return;
    }
}
```

cr > 0, cc > 0  
cr > 1, cc > 1

```
Rat_Chases(maze, cr - 1, cc); // up
Rat_Chases(maze, cr, cc - 1); // left
Rat_Chases(maze, cr, cc + 1); // right
Rat_Chases(maze, cr + 1, cc); // down
```



```
public static void Rat_Chases(char[][] maze, int cr, int cc) {
    if (cr < 0 || cc < 0 || cr >= maze.length || cc >= maze[0].length || maze[cr][cc] == 'X') {
        return;
    }
}
```

cr < 0, cc < 0  
cr > 0, cc > 0

```
maze[cr][cc] = 'X';
Rat_Chases(maze, cr - 1, cc); // up
Rat_Chases(maze, cr, cc - 1); // left
Rat_Chases(maze, cr, cc + 1); // right
Rat_Chases(maze, cr + 1, cc); // down
maze[cr][cc] = '0';
```

cr > 0, cc > 0  
cr < 1, cc < 1

ans[cr][cc] = 1;

cr < 0, cc < 0  
cr > 1, cc > 1

Display(ans);

cr < 0, cc < 0  
cr > 1, cc > 1

ans[cr][cc] = 0;

cr < 0, cc < 0  
cr > 1, cc > 1

return;

cr < 0, cc < 0  
cr > 1, cc > 1

Rat\_Chases(maze, cr - 1, cc, ans); // up

cr < 0, cc < 0  
cr > 1, cc > 1

Rat\_Chases(maze, cr, cc + 1, ans); // right

cr < 0, cc < 0  
cr > 1, cc > 1

ans[cr][cc] = 0;

cr < 0, cc < 0  
cr > 1, cc > 1

return;

cr < 0, cc < 0  
cr > 1, cc > 1

Rat\_Chases(maze, cr + 1, cc, ans); // down

cr < 0, cc < 0  
cr > 1, cc > 1

Rat\_Chases(maze, cr, cc - 1, ans); // left

cr < 0, cc < 0  
cr > 1, cc > 1

ans[cr][cc] = 0;

cr < 0, cc < 0  
cr > 1, cc > 1

return;

cr < 0, cc < 0  
cr > 1, cc > 1

Rat\_Chases(maze, cr, cc, ans); // right

cr < 0, cc < 0  
cr > 1, cc > 1

ans[cr][cc] = 0;

cr < 0, cc < 0  
cr > 1, cc > 1

return;

cr < 0, cc < 0  
cr > 1, cc > 1

Rat\_Chases(maze, cr, cc, ans); // right

cr < 0, cc < 0  
cr > 1, cc > 1

ans[cr][cc] = 0;

cr < 0, cc < 0  
cr > 1, cc > 1

return;

cr < 0, cc < 0  
cr > 1, cc > 1

Rat\_Chases(maze, cr, cc, ans); // right

cr < 0, cc < 0  
cr > 1, cc > 1

ans[cr][cc] = 0;

cr < 0, cc < 0  
cr > 1, cc > 1

return;

cr < 0, cc < 0  
cr > 1, cc > 1

Rat\_Chases(maze, cr, cc, ans); // right

cr < 0, cc < 0  
cr > 1, cc > 1

ans[cr][cc] = 0;

cr < 0, cc < 0  
cr > 1, cc > 1

return;

cr < 0, cc < 0  
cr > 1, cc > 1

Rat\_Chases(maze, cr, cc, ans); // right

cr < 0, cc < 0  
cr > 1, cc > 1

ans[cr][cc] = 0;

cr < 0, cc < 0  
cr > 1, cc > 1

return;

cr < 0, cc < 0  
cr > 1, cc > 1

Rat\_Chases(maze, cr, cc, ans); // right

cr < 0, cc < 0  
cr > 1, cc > 1

ans[cr][cc] = 0;

cr < 0, cc < 0  
cr > 1, cc > 1

return;

cr < 0, cc < 0  
cr > 1, cc > 1

Rat\_Chases(maze, cr, cc, ans); // right

cr < 0, cc < 0  
cr > 1, cc > 1

ans[cr][cc] = 0;

cr < 0, cc < 0  
cr > 1, cc > 1

return;

cr < 0, cc < 0  
cr > 1, cc > 1

Rat\_Chases(maze, cr, cc, ans); // right

cr < 0, cc < 0  
cr > 1, cc > 1

ans[cr][cc] = 0;

cr < 0, cc < 0  
cr > 1, cc > 1

return;

cr < 0, cc < 0  
cr > 1, cc > 1

Rat\_Chases(maze, cr, cc, ans); // right

cr < 0, cc < 0  
cr > 1, cc > 1

ans[cr][cc] = 0;

cr < 0, cc < 0  
cr > 1, cc > 1

return;

cr < 0, cc < 0  
cr > 1, cc > 1

Rat\_Chases(maze, cr, cc, ans); // right

cr < 0, cc < 0  
cr > 1, cc > 1

ans[cr][cc] = 0;

cr < 0, cc < 0  
cr > 1, cc > 1

return;

cr < 0, cc < 0  
cr > 1, cc > 1

Rat\_Chases(maze, cr, cc, ans); // right

cr < 0, cc < 0  
cr > 1, cc > 1

ans[cr][cc] = 0;

cr < 0, cc < 0  
cr > 1, cc > 1

return;

cr < 0, cc < 0  
cr > 1, cc > 1

Rat\_Chases(maze, cr, cc, ans); // right

cr < 0, cc < 0  
cr > 1, cc > 1

ans[cr][cc] = 0;

cr < 0, cc < 0  
cr > 1, cc > 1

return;

cr < 0, cc < 0  
cr > 1, cc > 1

Rat\_Chases(maze, cr, cc, ans); // right

cr < 0, cc < 0  
cr > 1, cc > 1

ans[cr][cc] = 0;

cr < 0, cc < 0  
cr > 1, cc > 1

return;

cr < 0, cc < 0  
cr > 1, cc > 1

Rat\_Chases(maze, cr, cc, ans); // right

cr < 0, cc < 0  
cr > 1, cc > 1

ans[cr][cc] = 0;

cr < 0, cc < 0  
cr > 1, cc > 1

return;

cr < 0, cc < 0  
cr > 1, cc > 1

Rat\_Chases(maze, cr, cc, ans); // right

cr < 0, cc < 0  
cr > 1, cc > 1

ans[cr][cc] = 0;

cr < 0, cc < 0  
cr > 1, cc > 1

return;

cr < 0, cc < 0  
cr > 1, cc > 1

Rat\_Chases(maze, cr, cc, ans); // right

cr < 0, cc < 0  
cr > 1, cc > 1

ans[cr][cc] = 0;

cr < 0, cc < 0  
cr > 1, cc > 1

return;

cr < 0, cc < 0  
cr > 1, cc > 1

Rat\_Chases(m