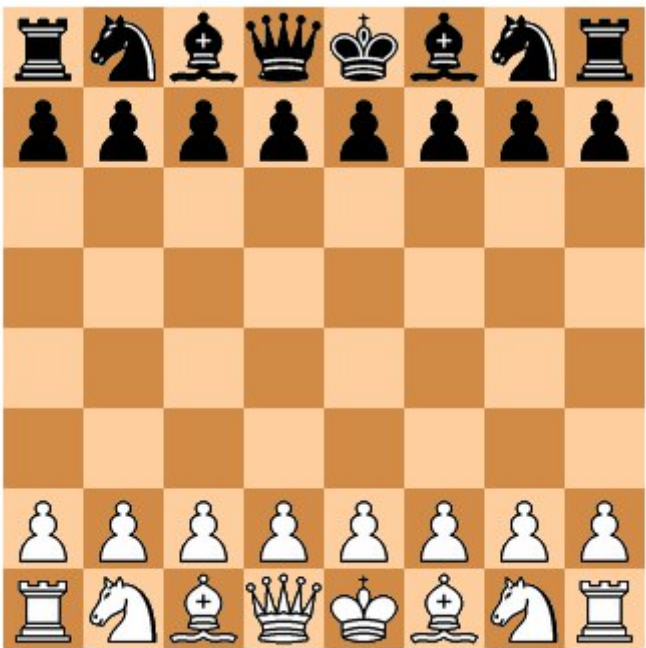


John has always had trouble remembering chess game positions. To help himself with remembering, he decided to store game positions in strings. He came up with the following position notation:

- The notation is built for the current game position row by row from top to bottom, with ' / ' separating each row notation;
- Within each row, the contents of each square are described from the leftmost column to the rightmost;
- Each piece is identified by a single letter taken from the standard English names ( 'P' = pawn, 'N' = knight, 'B' = bishop, 'R' = rook, 'Q' = queen, 'K' = king);
- White pieces are designated using upper-case letters ( "PNBRQK" ) while black pieces use lowercase ( "pnbrqk" );
- Empty squares are noted using digits 1 through 8 (the number of empty squares from the last piece);
- Empty lines are noted as "8" .

For example, for the initial position (shown in the picture below) the notation will look like this:

```
"rnbqkbnr/pppppppp/8/8/8/8/PPPPPPPP/RNBQKBNR"
```



After the white pawn moves from e2 to e4 , the notation will be as follows:

```
"rnbqkbnr/pppppppp/8/8/4P3/8/PPPP1PPP/RNBQKBNR"
```

John has written down some positions using his notation , and now he wants to rotate the board 90 degrees clockwise and see what notation for the new board would look like. Help him with this task.

Example

For notation = "rnbqkbnr/pppppppp/8/8/4P3/8/PPPP1PPP/RNBQKBNR" , the output should be chessNotation( notation ) = "RP4pr/NP4pn/BP4pb/QP4pq/K2P2pk/BP4pb/NP4pn/RP4pr" .

The notation corresponds to the initial position with one move made (white pawn from e2 to e4 ). After rotating the board, it will look like this:

