1104. Judge Route Circle

Initially, there is a Robot at position (0, 0). Given a sequence of its moves, judge if this robot makes a circle, which means it moves back to **the original place** finally.

The move sequence is represented by a string. And each move is represent by a character. The valid robot moves are R (Right), L (Left), U (Up) and D (down). The output should be true or false representing whether the robot makes a circle.

Example

**Example 1:**

Input: "UD"

Output: true

**Example 2:**

Input: "LL"

Output: false

<https://www.lintcode.com/problem/judge-route-circle/description>

bool judgeCircle(string &moves) {

// Write your code here

int L = 0;

int R = 0;

int U = 0;

int D = 0;

for(int i =0; i<moves.size(); i++) {

if(moves[i] == 'L') L++;

else if(moves[i] == 'R') R++;

else if(moves[i] == 'U') U++;

else D++;

}

return R == L && U == D;

}