Assignment: image recognition algorithm

Introduction

You get a matrix 10×10 size, which contains an image of one of the following symbols: C, O, L, I, T, X. You have to recognize that symbol.

Symbols definition

I – filled rectangle.

O – filled rectangle with an unfilled area inside. The borders of the unfilled area should not overlap with filled area and/or merge with the outer unfilled area.

C – filled rectangle with an unfilled area inside. The right border of the unfilled area breaks the border of the right border of the filled area.

L – two rectangles lying on top of each other. Their left border is the same. The right edge of the bottom rectangle advances more to the right than the right edge of the top rectangle.

T – two rectangles, one on top of another one. The left border of the rectangle on the top spans more to the left than the left border of the rectangle on the bottom. The right border of the rectangle on the top spans more to the right than the right border of the rectangle on the bottom.

X – any other configuration.

Input

As an input a program gets 10 sequences of 10 symbols "0" or "1", which represent one symbol starting from the top most line.

Output

One of the symbols I, O, C, L, T, X.

Examples

0	L	С	I	T	X
000000000	0111000000	000000000	000000000	0011111111	000001110
0111111100	0111000000	0111111100	000000000	0011111111	000000100
0111111100	0111000000	0111111100	0111111000	0000001110	000000100
0111111100	0111000000	0111000000	0111111000	0000001110	00000000
0110111100	0111000000	0111000000	0111111000	0000001110	00000000
0111111100	0111000000	0111000000	000000000	0000001110	001110000
0111111100	0111000000	0111000000	000000000	0000001110	001000000
0111111100	0111000000	0111111100	000000000	000000000	001110000
0111111100	0111000000	000000000	000000000	000000000	00000000
0111111100	0111111100	000000000	000000000	000000000	00000000

Assessment outputs

1. Source code of Java (or C#) program that demonstrates algorithmical skills and a knowledge of programming language