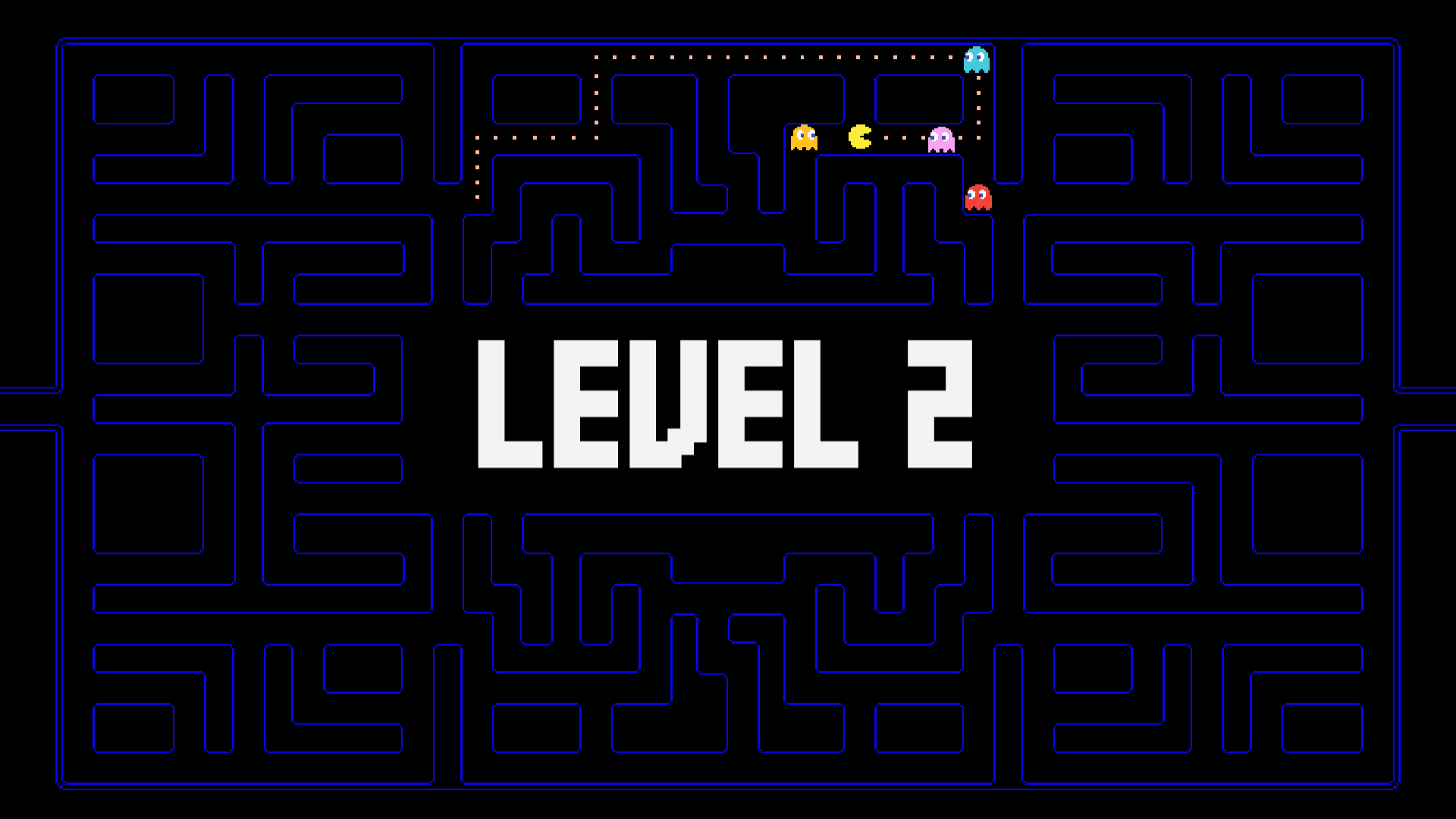
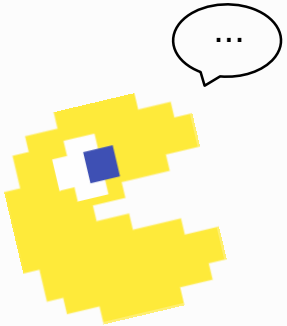

LEVEL 2



Pacman: I have started to move. Can you tell me how many coins I collected?

Your task: Count how many coins Pacman has collected.

- You are given a game board that follows the same rules as in the previous level.

- You are given a sequence of movements for Pacman.

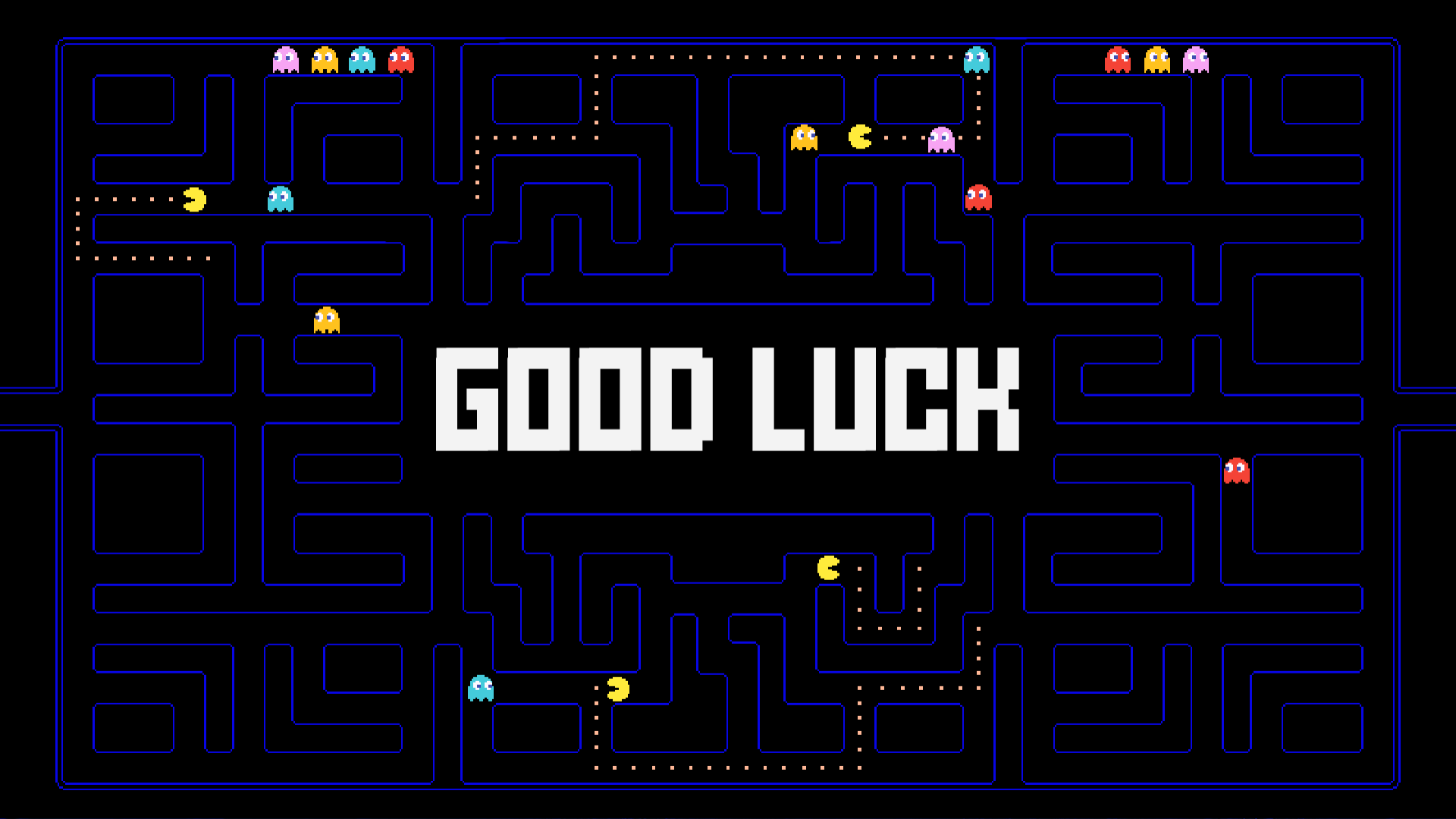
  Valid moves are: ‘L’ for left, ‘R’ for right, ‘U’ for up, ‘D’ for down.

  In this level, all of Pacmans moves will be valid (staying inside the grid and not stepping into a wall).

- **Count how many coins Pacman would collect with the given sequence.**

  (Each coin can only be collected once)

	Input	Output
Format	N boardMatrix **pacmanRow pacmanColumn** **sequenceLength** **movement (repeated sequenceLength times)**	**coinCount**
Types	N (int): the number of rows and columns of the board (range: 1 - 100) boardMatrix (StringList): N strings with the length of N **pacmanRow (int): the row that Pacman is in (starting with 1)** **pacmanColumn (int): the column that Pacman is in (starting with 1)** **sequenceLength (int): the lenght of Pacmans movement sequence** **movement (char): a movement that Pacman will execute**	**coinCount (int): the number of coins that Pacman has collected**
Example	10 WWWWWWWWWW WCCCCPCCCW WCWWCWWWCW WCWWCWWWCW WCWWCWWWCW WCWWCCCCCW WCWWCWWWCW WCWWCWWWCW WCCCCCCCCW WWWWWWWWWW 2 6 5 LDDDU	4 The path that Pacman walks is highlighted. The last 'U' command makes Pacman cross a coin for a second time. Since the coin was already collected, it does not count a second time


GOOD LUCK