

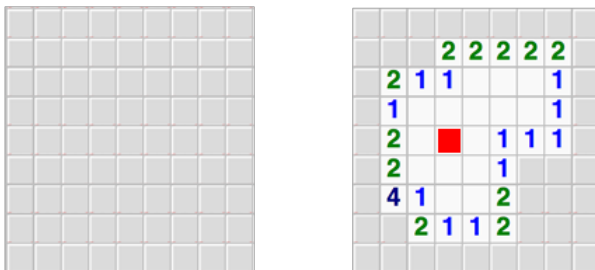
## Goal

The famous Minesweeper game ([https://en.wikipedia.org/wiki/Minesweeper\\_\(video\\_game\)](https://en.wikipedia.org/wiki/Minesweeper_(video_game))) is played on a field represented by a bi-dimensional grid. Each cell in the grid can either contain a mine or nothing. At the beginning of the game, all cells are greyed-out and the aim of the game is to discover the mines without clicking on them. (If you want to play, it's here: <http://demineur.hugames.fr/#level-3>).

When a player clicks on a cell, if it's free, its content displays a number. This number indicates how many adjacent cells contain a mine (the maximum number of adjacent cells is 8). By comparing the number displayed on the cells on which he has clicked, the player can determine where are the mines. If the player clicks on a mine, the game ends.

If the player clicks on a cell where all the adjacent cells do not contain any mine, it should display 0. To make the display nicer, the game shows a blank cell. In such case, the player knows that he can click on all adjacent cells without any risk. The game makes his life easier by clicking automatically on all adjacent cells. In turn, if an adjacent cell is not surrounded by any mine, the system clicks automatically on all adjacent cells of the adjacent cell and so on until the empty area is delimited by cells which are next to at least one mine.

In the below example, the player has clicked on the red cell, and the content of 40 cells has been displayed:



The aim of this challenge is to determine how many cells are displayed by a click on a given first cell (including this first cell).

## Data

### Input

Row 1: an integer number **H** comprised between 6 and 1000 representing the number of rows in the grid.

Row 2: an integer number **L** comprised between 6 and 1000 representing the number of columns in the grid.

Rows 3 to **H**+ 2: a row of the grid represented by a string **L** characters. The characters may be a \* (for a mine), a . (an empty cell), or an x (position of the initial click, there is only one x per grid).

### Output

An integer number representing the number of cells that will be revealed by the first click (including the cell on which the player has clicked)

You can download sample input and output data files to work locally by clicking on the link at the bottom of the French version of the question



**Téléchargez des fichiers d'exemple ainsi qu'un modèle de code pour travailler localement.**