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The Virtual Learning Environment for Computer Programming

Graphs (3)	P38753_en
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Write a program that, given a map with goals and obstacles, tells if it is possible to reach any goal from a given initial position. The allowed movements are horizontal or vertical, but not diagonal.

Input

Input begins with the number of rows n > 0 and the number of columns m > 0 of the map. Follow n rows with m characters each. A dot indicates an empty position, an 'x' indicates an obstacle, and a 't' indicates a goal. Finally, two numbers r and c indicate the initial row and column (both of them starting at 1) where we must start looking for goals. You can assume that r is between 1 and n, that c is between 1 and m, and that the initial position is always empty.

Output

Print "yes" or "not" depending on whether it possible or not to reach any goal.

Sample input 1	Sample output 1
7 6 t xxx. txx. .xxt .xx .t 5 3	yes
Sample input 2 4 10 tX Xt. XXXXX.X X.t 4 1	Sample output 2 no
Sample input 3 5 7 .XXXXt .XXt .XXt .X.XXX X.Xt 5 5	Sample output 3 yes

Problem information

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