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The Virtual Learning Environment for Computer Programming

## Robots

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We have a board $n \times m$ where each square is marked with a $S, L, R$, or E. Initially, a robot is placed in any square, looking at the north (N), east (E), south (S) or west (W). Repeteadly, the robot does two operations:

- To turn or to explode:
- If the robot is in a square marked with a L , it turns 90 degrees to the left;
- If the robot is in a square marked with a $R$, it turns 90 degrees to the right;
- If the robot is in a square marked with a S , it does not turn (it continues straight);
- If the robot is in a square marked with an E , it explodes.
- Advance: The robot advances a square in the direction it is looking at (if it did not explode previously, of course).

Write a program that indicates if the robot will go out of the board, it will explode or it will be moving in the board forever.

## Input

The input consists of a natural $t \geq 0$ followed by $t$ test data separated by a line in white. Each test data consists of a line with $n$ and $m$ (both of them between 1 and 60 ), followed by $n$ lines with $m$ characters (S, L, R, or E) each one. Finally, the last line of each test data contains the initial row (a number between 1 and $n$ ), and the initial direction ( $\mathrm{N}, \mathrm{E}, \mathrm{S}$ or W ).

## Output

For each test data, your program must print "explodes", "goes out", or "does not go out" as required.

## Sample input

5
14
XSSS
14 W
45
XXRSR
SSLXS
XXXXS
XXLSR
21 E
22
RR
RR
1 N

3
XLL
SSL
1 E

## Sample output

explodes
explodes
goes out
goes out
explodes

## Problem information

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