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The Virtual Learning Environment for Computer Programming

## Escape from the board

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Consider an $n \times m$ chess board. Initially you are at the lower-right corner, that is, at the position $(n-1, m-1)$. Your goal is to get out of the board. There are some prohibited cells, marked with asterisks. The allowed cells have a ' $K$ ' or an ' $N$ '. When you are on a ' $K$ ', you can move like a chess king. When you are on an ' N ', you can move like a chess knight. Moreover, you cannot make any move that increments the current row or column. In how many ways can you leave the board?

## Input

Input consists of several cases. Every case begins with two natural numbers $n$ and $m$, both between 1 and 12. Follow $n$ lines with $m$ characters each, which can be an asterisk, a ' $\mathrm{K}^{\prime}$ or an ' $N$ '. The lower-right corner never has an asterisk.

## Output

For every case, print the number of ways to leave the board. This number is always smaller than $10^{9}$.

## Sample input

## 12

*K
12
NK
22
**
$\star$ K
33
KK*
K**
$\star * N$
37
NK***KK
KK $*$ NKKK KKKKKKN

## Sample output

## Problem information

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