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The Virtual Learning Environment for Computer Programming

Graphs (3) P38753\_en

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

# yes

7 6 ..t...
..xxx.
.....
tx..x.
.x..xt
.xx..xt
.xx...
.t...
5 3

## Sample input 2

# Sample output 2

Sample output 1

4 10 ..t...X...
.....X..t.
XXXXX.X...
.....X.t

## Sample input 3

### Sample output 3

5 7 .....xxxxxt .x...xt .x.xxx .x.xxx ...x.xt 5 5

yes

no

## **Problem information**

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