Treasures in a map (1)   P70690_en

Write a program that, given a map with treasures and obstacles, tells if it is possible to reach some treasure 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 treasure. Finally, two numbers r and c indicate the initial row and column (both of them starting at 1) where we must start looking for treasures. 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 treasure.

Sample input 1	Sample output 1
| ```
7 6
..t...
..XXX.
......
tX..X.
.X..Xt
.XX...
..t...
5 3
``` | ```
yes
``` |

Sample input 2	Sample output 2
| ```
4 10
..t...X...
.....X..t.
XXXXX.X...
.......X.t
4 1
``` | ```
no
``` |

Sample input 3	Sample output 3
| ```
5 7
.......
.XXXXXt
.X...Xt
.X.X.XX
...X.Xt
5 5
``` | ```
yes
``` |

Problem information

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Generation : 2024-05-02 22:25:10