

# Task 1: CollectingMushrooms

Lim Li the Crab is running a mushroom plantation in her backyard. Her mushroom plantation can be modelled as a grid of R rows and C columns, and each grid square of her mushroom plantation can either be empty, contain a mushroom, or contain a sprinkler. For example, her mushroom plantation could look like this:



Figure 1: A mushroom farm with R = 5 and C = 5.

The distance between a sprinkler and a mushroom is defined as the maximum of their separation in the two axes. In other words, if the mushroom is located at row  $X_m$  and column  $Y_m$  while the sprinkler is located at row  $X_s$  and column  $Y_s$ , their distance will be  $\max(|X_s - X_m|, |Y_s - Y_m|)$ . Sprinklers only have a limited range, so a sprinkler can only water a mushroom if the distance between them is at most D. For example, if D = 1, the areas reachable by the two sprinklers will be:

Mushrooms can only grow and be harvested if enough sprinklers are watering it. Specifically, a mushroom will be *harvestable* if at least K sprinklers are watering it. Count the number of *harvestable* mushrooms Lim Li can collect in her plantation.

#### Input

The first line of input will contain four integers: R, the number of rows, C, the number of columns, D, the maximum distance between a sprinkler and a watered mushroom, and K, the





Figure 2: Diagram showing the range of the sprinklers.

minimum number of sprinklers required for a mushroom to be harvestable.

The next R lines of input will contain C characters each, containing a grid representing the mushroom plantation. Each character will represent the contents of a particular grid square, in the following way:

- '.' represents an empty grid square,
- 'M' represents a grid square containing a mushroom,
- 'S' represents a grid square containing a sprinkler.

# Output

The output should contain one line with one integer, the maximum number of mushrooms Lim Li can harvest.

#### Subtasks

The maximum execution time on each instance is 1.0s. Your program will be tested on sets of input instances that satisfy the following restrictions:

- $2 \le RC \le 500000$ ,
- $1 \le D \le \max(R, C)$ ,



- $1 \le K \le RC$ ,
- there will be at least one mushroom,
- there will be at least one sprinkler.

Subtask	Marks	Additional Constraints
1	9	$1 \le R, C \le 100, D = \max(R, C), K = 1$
2	10	$1 \le R, C \le 100, D = \max(R, C)$
3	18	$1 \le R, C \le 100, D = 1, K = 1$
4	23	$1 \le R, C \le 500$ , no. of mushrooms $\le 500$ , no. of sprinklers $\le 500$
5	19	R = 1
6	21	-

# Sample Testcase 1

This testcase is valid for subtasks 3, 4 and 6.

Input	Output
5 5 1 1	1
M	
.M	
S	
.S	
M.	

# Sample Testcase 1 Explanation

Since the range of each sprinkler is only 1, meaning sprinklers can only reach adjacent squares, only the mushroom at (2, 2) is watered.

#### Sample Testcase 2

This testcase is valid for subtasks 1, 2, 4 and 6.

Input	Output
4 4 4 1	3
••••	
.M	
MM	
S	



## Sample Testcase 2 Explanation

Since the range of each sprinkler is 4, the lone sprinkler on the plantation can water all the mushrooms.

#### Sample Testcase 3

Input	Output
1 8 5 2	2
SMMM.S	

### **Sample Testcase 3 Explanation**

Each mushroom requires both sprinklers to be within range, since K = 2. Only two mushrooms satisfy this condition, the second and third mushrooms from the left.

#### Sample Testcase 4

This testcase is valid for subtasks 4 and 6.

Input	Output
5 5 2 2	2
M	
.M	
S	
.S	
M.	

# **Sample Testcase 4 Explanation**

Since the range of each sprinkler is 2, the mushroom at (2, 2) and the mushroom at (5, 4) can be watered by both sprinklers.