# COCI '14 Contest 5 #2 Zmija

**Time limit:** 0.6s **Memory limit:** 32M

Mirko is making a clone of the popular computer game "Snake". In the game, you control the movement of a snake on a screen with dimensions of  $R \cdot S$  pixels. The objective of the game is to collect all the apples.

Unfortunately, Mirko's implementation isn't that great and the gameplay is different than the original. Here is a description of Mirko's game:

- unlike the original, the apples don't appear randomly on the screen, but instead you know the positions of all apples at the beginning of the game
- at the beginning of the game, the snake is located in the lower left pixel of the screen and is facing right
- there are two buttons in the game, denoted with A and B
- when you press the button A, the snake moves forward by 1 pixel in the direction which it is currently facing. If that move would cause the snake to go off screen, nothing happens.
- ullet when you press the button ullet , the snake moves up by 1 pixel and changes the direction it's facing by  $180^\circ$
- when the snake moves to a pixel containing an apple, it eats the apple but doesn't grow like in the original game

You have the following task: for given positions of apples at the beginning of the game, determine the **smallest number of button presses** it takes for the snake to collect **all the apples.** 

#### Input

The first line of input contains the integers R and S  $(2 \le R, S \le 1\,000)$ , the height and width of the screen.

Each of the following R lines contains exactly S characters. These characters represent the content of the screen. Pixels with apples on them are denoted with  $\ \ \ \ \ \ \ \ \ \$  and empty pixels are denoted with  $\ \ \ \ \ \ \ \ \$ .

The lower left corner contains the character **Z** that represents the snake in its initial position.

#### Output

The first and only line of output must contain the required minimal number of button presses.

#### Sample Input 1

5 5			
J.			
• • • • •			
JJ. J Z			
J			
Z			

### **Sample Output 1**

7

### **Explanation for Sample Output 1**

The shortest sequence of button presses needed for the snake to collect all the apples is BBAAABB.

#### **Sample Input 2**

```
5 5
....
J...J
.J.J.
.JJJ.
Z....
```

### **Sample Output 2**

15

### **Sample Input 3**

```
3 4
...J
....
Z...
```

## **Sample Output 3**

5