

Battleship

Input file: **standard input**
Output file: **standard output**
Time limit: 1 second
Memory limit: 512 megabytes

Let's consider the classic game of Battleship.

According to the rules, each player has a 10×10 field on which they must place 10 ships: one «Battleship» (occupies 1×4 cells), two «Cruisers» (size 1×3 cells each), three «Destroyers» (size 1×2 cells each), and four «Submarines» (size 1×1 cells each). The following conditions must be met:

- All ships must be placed on the field;
- Each ship must fit entirely within the grid;
- The set of cells occupied by each ship must form a rectangle of the corresponding size;
- Each ship must be oriented either vertically or horizontally;
- Any two cells occupied by different ships cannot coincide or touch each other by side or corner.

We will describe the placement of ships using a 10×10 table, where each element contains the symbol '#' if the corresponding cell is occupied by a ship, and '.' otherwise.

Your task is to determine, given a 10×10 field, whether it corresponds to a valid ship placement that follows the rules of Battleship.

Input

The input consists of 10 lines, separated by line breaks, with 10 characters each — the description of the field. It is guaranteed that each character in the grid is either '#' or '.'.

Output

Print «YES» if the grid described in the input corresponds to a valid ship placement in the game of Battleship, and «NO» otherwise.

Examples

standard input	standard output
<pre>###.....##. .#.#..... .#..... .#.##.... ####...#.#.#. ##.....</pre>	YES
<pre>##.##.....##. .#.##...# .#..... .#..... ####...#.#.#. ##.....#</pre>	NO