

Castle

Time Limit: 2.0s **Memory Limit:** 256M

A rook stands on a $\mathbf{N} \times \mathbf{M}$ chessboard whose each square has a letter which is one of the (R, L, U, D). These letters refer to which way the rook can move:

- R refers to **Right**
- L refers to **Left**
- U refers to **Up**
- D refers to **Down**

The goal of the rook is to reach the target location from its current location by making the least moves. How many **different ways** can the rook move from its current location to its target location with the *least* moves?

You can check rook's wiki page to learn how it moves.

Input

First line contains 2 integers. The first integer \mathbf{N} is number of rows of the chessboard, and the second integer \mathbf{M} is number of columns of the chessboard.

- $1 \leq \mathbf{N}, \mathbf{M} \leq 500$

Next \mathbf{N} lines consist of \mathbf{M} letters, one of the (R, L, U, D), which refer to ways the rock can move.

$(\mathbf{N} + 2)^{th}$ line contains **2** integers, the **Start** coordinates. (The first integer indicates to \mathbf{Y} , the second number indicates to \mathbf{X} .)

- $1 \leq \mathbf{Y}_{start} \leq N$
- $1 \leq \mathbf{X}_{start} \leq M$

$(\mathbf{N} + 3)^{th}$ line contains **2** integers, the **End** coordinates. (The first integer indicates to \mathbf{Y} , the second number indicates to \mathbf{X} .)

- $1 \leq \mathbf{Y}_{end} \leq N$
- $1 \leq \mathbf{X}_{end} \leq M$

*It is guaranteed that **Start** and **End** coordinates will be different from each other.*

Output

Print the different ways the rook can move from its location to the target location with the least amount of moves modulo $10^9 + 7$.

If there is no path, print **0**.

Examples

Input 1:

```
3 2
R D
R D
L R
1 1
3 2
```

Output 1:

```
1
```

Input 2:

```
3 3
R D D
D R D
R L L
1 1
3 1
```

Output 2:

```
2
```

Explanation

The coordinates of the castle is written in (Y X) syntax

Input 1

The shortest path can only be created in 1 way with 2 steps.

- It starts from (1 1).
- From (1 1) it goes right to (1 2).

- From (1 2) it goes down to (3 2).

Input 2

The shortest path can only be created in 2 ways with 3 steps.

- Way 1:
 - It starts from (1 1).
 - From (1 1) it goes right to (1 2).
 - From (1 2) it goes down to (3 2).
 - From (3 2) it goes left to (3 1).
- Way 2:
 - It starts from (1 1).
 - From (1 1) it goes right to (1 3).
 - From (1 3) it goes down to (3 3).
 - From (3 3) it goes left to (3 1).