Problem M
Virtual Reality Playspace

Time Limit: 4 seconds

Yolanda just finished moving the furniture around her house. Her house is shaped like a rectangle of side lengths r and c. Yolanda wants to choose a place to put her virtual reality (VR) playspace.

Yolanda has some standards for how a VR playspace should be positioned:

- It should take the shape of a rectangle.
- Its sides should be parallel and perpendicular to the sides of her house.
- It must exactly cover the entirety of any unit square it occupies.
- It should contain no obstacles.
- It should be at least s units across along one side, and at least t units across along the other.
- Each of its sides must border either the house's outer walls, or obstacles. In other words, a VR playspace is maximally-sized.

Given a map of Yolanda's house, Yolanda wants to know how many different places she can choose for her VR playspace.

Input

The first line of input contains four integers r, c, s, and t ($1 \leq r, c, s, t \leq 3\,000$), giving the length and width of Yolanda's house and the size of her VR playspace.

The next r lines each contain a string of c characters describing Yolanda's house. Each character is either a dot (`.`) that denotes an empty square unit of space, or a zero (`0`) that denotes a square unit of obstacle.

Output

Output a single integer, the number of different places Yolanda can choose for her VR playspace.

Sample Input 1	Sample Output 1
4 7 1 2 .....00 .0...0. ..00.0. .0.0.00	6