

```

#include <stdio.h>
#include <stdlib.h>
#include <string.h>

//void update(char *board, int x, int y)
int get(int x,int y)
{
    return 0;
}

#define offset 8

int main(int argc, char **argv) {
    char* input = "4,4\n*.....*.....";
    int r,c;
    char board[256], boardb[256];
    int x, y;
    char *p;
    int count, d;
    memset(boardb,0,sizeof(boardb));
    sscanf(input,"%i,%i\n%4s%4s%4s%4s",&r,&c,boardb+offset,boardb+offset+6
        ,boardb+offset+12,boardb+offset+18);
    for(x=0;x<248;x++)
        board[x+offset] =
            boardb[x+offset] == '*' ? '*' : 0;

    for(y=0;y<r;y++)
        for(x=0;x<c;x++) {
            d = c+2;
            p = &board[offset + y*d + x];
            count =
                p[-d-1] + p[-d] + p[-d+1] +
                p[ -1]          + p[ +1] +
                p[ d-1] + p[ d] + p[ d+1];
            boardb[y*d+x+offset] =
                board[y*d+x+offset] == '*'
                ? '*' : '0'+(count/'*');
        }
    return 0;
}

```