Problem 6 - Connect 4

Jim Bob is a great Connect 4 player, great defensive Connect 4 player to be more specific. Jim Bob has never lost a game. Unfortunately for ole JB he hasn't ever won a game either. For some reason Jim Bob can see his opponent's winning moves way before they occur and he can always block them. What he can't do is see his own winning moves. Write a program that will analyze the current state of the board and tell Jim Bob if he has a winning move or not. Jim is O and it's Jim's turn to go.

Input

Input will be of multiple boards through stdin. Each board will be separated by an empty line. The @ symbol will indicate the end of input.

Output

For each board read in there will be one line of output. That line will consist of a string value of "Yes" or "No" followed by a space then the column number that Jim Bob should drop his piece in to win. Column numbers are 1-7 from left to right. If there is more than one winning move each winning column number will be printed each separated by a comma.

Sample Input

```
|       |
|       |
|       |
|XO     |
|XXOX   |
|OXXOOO |
---------

|       |
|       |
|       |
| X  OO |
|  XOXX |
|XOXOOOX|
---------

|       |
|       |
|       |
|       |
|       |
|  XOXO |
---------
@
```

Sample Output

```
Yes 1,7
Yes 5
No
```