# A. Friends Meeting

Two friends are on the coordinate axis $Ox$ in points with integer coordinates. One of them is in the point $x_1 = a$, another one is in the point $x_2 = b$.

Each of the friends can move by one along the line in any direction unlimited number of times. When a friend moves, the tiredness of a friend changes according to the following rules: the first move increases the tiredness by $1$, the second move increases the tiredness by $2$, the third — by $3$ and so on. For example, if a friend moves first to the left, then to the right (returning to the same point), and then again to the left his tiredness becomes equal to $1 + 2 + 3 = 6$.

The friends want to meet in a integer point. Determine the minimum total tiredness they should gain, if they meet in the same point.

## Input

The first line contains a single integer $a$ ($1 \le a \le 1000$) — the initial position of the first friend.

The second line contains a single integer $b$ ($1 \le b \le 1000$) — the initial position of the second friend.

It is guaranteed that $a \ne b$.

## Output

Print the minimum possible total tiredness if the friends meet in the same point.

## Examples

### input
```
3
4
```
### output
```
1
```

### input
```
101
99
```
### output
```
2
```

### input
```
5
10
```
### output
```
9
```

## Note

In the first example the first friend should move by one to the right (then the meeting happens at point $4$), or the second friend should move by one to the left (then the meeting happens at point $3$). In both cases, the total tiredness becomes $1$.

In the second example the first friend should move by one to the left, and the second friend should move by one to the right. Then they meet in the point $100$, and the total tiredness becomes $1 + 1 = 2$.

In the third example one of the optimal ways is the following. The first friend should move three times to the right, and the second friend — two times to the left. Thus the friends meet in the point $8$, and the total tiredness becomes $1 + 2 + 3 + 1 + 2 = 9$.