#include <iostream>

#include <math.h>

using namespace std;

int A, B, x, y, a, b;

int main()

{

cin >> x >> y >> a >> b;

if (x > a){

A = x - a;

} else {

A = a - x;

};

if (y > b){

B = y - b;

} else {

B = b - y;

};

cout << 2 \* (A + B) << "\n" << A \* B;

return 0;

}