

Tri-du is a card game inspired in the popular game of Truco. The game uses a normal deck of 52 cards, with 13 cards of each suit, but suits are ignored. What is used is the value of the cards, considered as integers between 1 to 13.

In the game, each player gets three cards. The rules are simple:

- A Three of a Kind (three cards of the same value) wins over a Pair (two cards of the same value).
- A Three of a Kind formed by cards of a larger value wins over a Three of a Kind formed by cards of a smaller value.
- A Pair formed by cards of a larger value wins over a Pair formed by cards of a smaller value.

Note that the game may not have a winner in many situations; in those cases, the cards are returned to the deck, which is re-shuffled and a new game starts.

A player received already two of the three cards, and knows their values. Your task is to write a program to determine the value of the third card that maximizes the probability of that player winning the game.

## Input

The input contains several test cases. In each test case, the input consists of a single line, which contains two integers  $A$  ( $1 \leq A \leq 13$ ) and  $B$  ( $1 \leq B \leq 13$ ) that indicates the value of the two first received cards.

## Output

For each test case in the input, your program must produce a single line, containing exactly one integer, representing the value of the card that maximizes the probability of the player winning the game.

## Sample Input

```
10 7
2 2
```

## Sample Output

```
10
2
```