class Solution:

def computeArea(self, ax1: int, ay1: int, ax2: int, ay2: int, bx1: int, by1: int, bx2: int, by2: int) -> int:

coxl=max(ax1,bx1)

coxr=min(ax2,bx2)

coyl=max(ay1,by1)

coyr=min(ay2,by2)

dx=coxr-coxl

dy=coyr-coyl

comm=0

if dx>0 and dy>0:

comm=dx\*dy

a=abs(ax2-ax1)\*abs(ay2-ay1)

b=abs(bx2-bx1)\*abs(by2-by1)

area=a+b-comm

return area