#include<bits/stdc++.h>

using namespace std;

char solve(string s){

unordered\_map<char,int> mp;

int max = INT\_MIN;

char ch;

for(int i=0;i<s.size();i++){

mp[s[i]]++;

if(mp[s[i]]>max){

max = mp[s[i]];

ch = s[i];

}

}

return ch;

}

int main(){

string s;

cin>>s;

cout<<solve(s)<<endl;

}