#include <iostream>

using namespace std;

int CalculateAngle(int hour, int min)

{

int h = (hour \* 360) / 12 + (min \* 360) / (12 \* 60);

int m = (min \* 360) / (60);

int angle = abs(h - m);

if (angle > 180)

angle = 360 - angle;

return angle;

}

int main()

{

int hour = 6;

int min = 00;

cout << CalculateAngle(hour, min);

return 0;

}