A. Colorful Stones (Simplified Edition)

time limit per test: 2 seconds
memory limit per test: 256 megabytes
input: standard input
output: standard output

There is a sequence of colorful stones. The color of each stone is one of red, green, or blue. You are given a string S. The i-th (1-based) character of S represents the color of the i-th stone. If the character is "R", "G", or "B", the color of the corresponding stone is red, green, or blue, respectively.

Initially Squirrel Liss is standing on the first stone. You perform instructions one or more times.

Each instruction is one of the three types: "RED", "GREEN", or "BLUE". After an instruction C, if Liss is standing on a stone whose colors is C, Liss will move one stone forward, else she will not move.

You are given a string t. The number of instructions is equal to the length of t, and the i-th character of t represents the i-th instruction.

Calculate the final position of Liss (the number of the stone she is going to stand on in the end) after performing all the instructions, and print its 1-based position. It is guaranteed that Liss don't move out of the sequence.

Input

The input contains two lines. The first line contains the string s ($1 \le |s| \le 50$). The second line contains the string t ($1 \le |t| \le 50$). The characters of each string will be one of "R", "G", or "B". It is guaranteed that Liss don't move out of the sequence.

Output

Print the final 1-based position of Liss in a single line.

Examples

input
RGB RRR
output
2

input
RRRBGBRBBB BBBRR
output
3

input
BRRBGBRGRBGRGRRGGBGBGBRGBRGRGGGRBRRRBRBBBGRRRGGBBB BBRBGGRGRGBBBRBGRBRBBBBRBRRRBGBBGBBRRBBGGRBRRBRGRB
output
15

→ Attention

Package for this problem was not updated by the problem writer or Codeforces administration after we've upgraded the judging servers. To adjust the time limit constraint, solution execution time will be multiplied by 2. For example, if your solution works for 400 ms on judging servers, then value 800 ms will be displayed and used to determine the verdict.

Codeforces Round #162 (Div. 2)

Finished

→ Virtual participation

Virtual contest is a way to take part in past contest, as close as possible to participation on time. It is supported only ACM-ICPC mode for virtual contests. If you've seen these problems, a virtual contest is not for you - solve these problems in the archive. If you just want to solve some problem from a contest, a virtual contest is not for you - solve this problem in the archive. Never use someone else's code, read the tutorials or communicate with other person during a virtual contest.

Start virtual contest

→ Problem tags

implementation

No tag edit access

→ Contest materials

- Announcement
- Tutorial