There are n seats and n students in a room. You are given an array seats of length n, where seats[i] is the position of the ith seat. You are also given the array students of length n, where students[j] is the position of the jth student.

You may perform the following move any number of times:

* Increase or decrease the position of the ith student by 1 (i.e., moving the ith student from position x to x + 1 or x - 1)

Return *the****minimum number of moves****required to move each student to a seat such that no two students are in the same seat.*

Note that there may be multiple seats or students in the **same**position at the beginning.

**Example 1:**

**Input:** seats = [3,1,5], students = [2,7,4]

**Output:** 4

**Explanation:** The students are moved as follows:

- The first student is moved from from position 2 to position 1 using 1 move.

- The second student is moved from from position 7 to position 5 using 2 moves.

- The third student is moved from from position 4 to position 3 using 1 move.

In total, 1 + 2 + 1 = 4 moves were used.

**Example 2:**

**Input:** seats = [4,1,5,9], students = [1,3,2,6]

**Output:** 7

**Explanation:** The students are moved as follows:

- The first student is not moved.

- The second student is moved from from position 3 to position 4 using 1 move.

- The third student is moved from from position 2 to position 5 using 3 moves.

- The fourth student is moved from from position 6 to position 9 using 3 moves.

In total, 0 + 1 + 3 + 3 = 7 moves were used.

**Example 3:**

**Input:** seats = [2,2,6,6], students = [1,3,2,6]

**Output:** 4

**Explanation:** The students are moved as follows:

- The first student is moved from from position 1 to position 2 using 1 move.

- The second student is moved from from position 3 to position 6 using 3 moves.

- The third student is not moved.

- The fourth student is not moved.

In total, 1 + 3 + 0 + 0 = 4 moves were used.

**Constraints:**

* n == seats.length == students.length
* 1 <= n <= 100
* 1 <= seats[i], students[j] <= 100