

Swap

Jojo has successfully enrolled in Computer Science Department in Binus University. The most crucial subject on Computer Science is Algorithm and Programming. So, he tried to solve a simple algorithm problem.

Jojo encountered a simple problem. The problem is to swap 2 integers. Definitely, this problem is too easy for him. So, he wants to make a program that automatically swap 2 integers.

Format Input

The input consist of 2 integers A and B.

Format Output

The output consists of 2 integers B and A which is the result after swapping A and B.

Constraints

• $1 < A, B < 10^{18}$

Sample Input (standard input)

2413 234

Sample Output (standard output)

234 2413

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Jojo telah sukses diterima di Departemen Ilmu Komputer di Universitas Binus. Mata kuliah terpenting dalam Ilmu Komputer adalah Algoritma dan Pemrograman. Oleh karena itu, Ia mencoba untuk menyelesaikan sebuah permasalahan algoritma yang sederhana.

Jojo menemui sebuah masalah sederhana. Masalahnya adalah menukar 2 bilangan bulat. Pastinya, masalah ini terlalu mudah baginya. Jadi, ia ingin membuat program yang secara otomatis menukar 2 bilangan bulat tersebut.

Format Input

Input terdiri dari 2 bilangan bulat A and B.

Format Output

Output terdiri dari 2 bilangan bulat B dan A yaitu hasil setelah menukar A dan B.

Constraints

• $1 < A, B < 10^{18}$

Sample Input (standard input)

2413 234

Sample Output (standard output)

234 2413

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