Dani's friend, Sami, was kidnapped. Dani now considers saving his friend a matter of life or death. Dani knows that Sami is now somewhere inside the X-Region. The X-Region is a region composed of two rectangular fields having their sides parallel to the first and second bisectors (y=x and y=-x). Those rectangles, named A and B, might overlap (have a common area). Any point included inside any of the two rectangles is said to be an X-Region point. An X-Region point is said to be risky if it's situated in the common area between the two rectangles. All other X-Region points are said to be safe points. Thus, this X-Region can be split into two non-intersecting zones that forms a partition of the X-Region: The Risky zone and The Safe zone.

Dani is now in a helicopter of which you are the pilot. The helicopter is now in the sky and Dani has to jump in order to land in the X-Region and rescue his dear friend. It's guaranteed that if Dani jumps, he won't land outside the X-Region. However, he isn't sure whether he will land in the Risky or in the Safe zone. Landing in the Risky zone might sadly end his life. Thus, he decides that he is going to jump if and only if the probability of landing in the Safe zone is at least 0.75. Dani is now in an emotional state that prevents him from taking the right decision. It's thus your turn to help him decide, knowing that Dani has equal chance of landing at any point in the X-Region.

Example: In the figure shown below:

- The colored region is the X-Region
- The green region is the Safe zone
- The blue region is the Risky zone
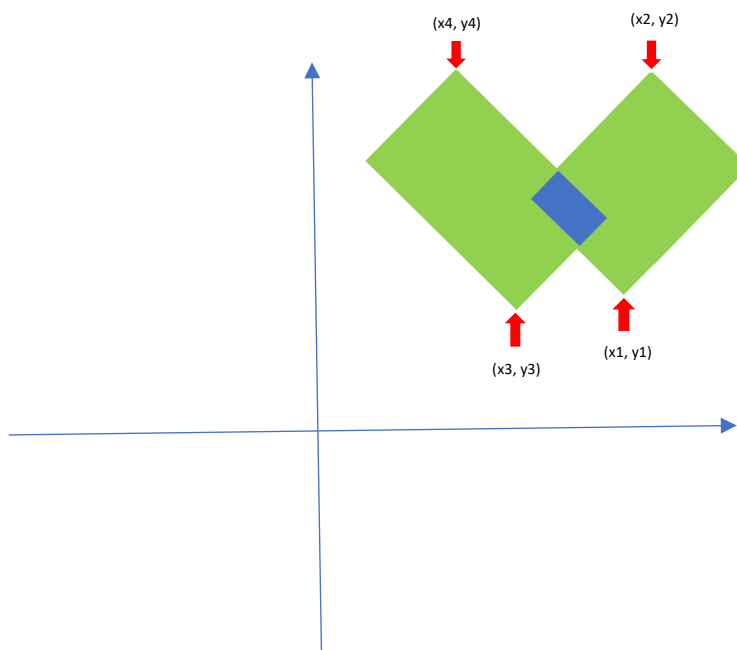
Input format:

- The first line contains 4 integers x1, y1, x2, and y2. (x1, y1) and (x2, y2) represent respectively the coordinates of the lowermost and the uppermost vertices of the first field. (all values are between -100000 and 100000)

- The second line contains 4 integers x3, y3, x4, and y4. (x3, y3) and (x4, y4) represent respectively the coordinates of the lowermost and the uppermost vertices of the second field. (all values are between -100000 and 100000)

Output format:

Print "Jump" or "Do Not Jump" according to the given input.

Notes: The input is guaranteed to respect the assumptions made in the introduction concerning the orientation of rectangles.

Sample Input 1:	0 0 0 4
	1 -1 1 3
Sample Output 1:	Do Not Jump
Explanation 1:	In this case, the probability of landing in the Safe zone is 0.666667 which is not at least 0.75.
Sample Input 2:	2 2 2 6
	0 0 0 4
Sample Output 2:	Jump
Explanation 2:	In this case, the probability of landing in the Safe zone is 1, since the two rectangles are non-intersecting, i.e. the Risky zone doesn't exist.