You have a grid with *N* rows and *M* columns. You have two types of tiles — one of dimensions 2×2 and the other of dimensions 1×1. You want to cover the grid using these two types of tiles in such a way that:

- Each cell of the grid is covered by exactly one tile; and
- The number of 1×1 tiles used is minimized.

Find the **minimum** number of 1×1 tiles you have to use to fill the grid.

Input Format

- The first line of input will contain a single integer *T*, denoting the number of test cases.
- Each test case consists of a single line containing two space-separated integers N,M.

Output Format

For each test case, print on a new line the minimum number of 1×1 tiles needed to fill the grid.

Sample Input 4 11 45 68 32 Sample Output 1 4 0 2

C Solution

```
#include <stdio.h>
int main(void)
{
```

```
intt,a,b;
      scanf("%d",&t);
      while(t--)
      {
        scanf("%d%d",&a,&b);
        if(a==1\&\&b==1)
        {
         printf("1\n");
        }
        else if((a%2==0)&&(b%2==0))
        {
         printf("0\n");
        else if((a%2==0)&&(b%2!=0))
                                   TalentBattle
         printf("%d\n",a);
        else if((a%2!=0)&&(b%2==0))
        {
         printf("%d\n",b);
        }
        else
        {
         printf("%d\n",a+b-1);
        }
}
return 0;
}
```

C++ Solution

```
#include <bits/stdc++.h>
using namespace std;
#define Il long long
int main()
{
 ios_base::sync_with_stdio(false);
 cin.tie(NULL);
  cout.tie(NULL);
 IIt;
  cin >> t;
  while (t--)
    int n, m;
                                     TalentBattle
    cin >> n >> m;
   if (n%2==0 && m%2==0)
     cout << 0 << endl;
    }
    else if (n%2==0 && m%2!=0)
    {
     cout << n << endl;
    }
    else if (n%2!=0 && m%2==0)
    {
     cout << m << endl;
    }
    else
    {
```

```
cout << n+m-1 << endl;
    }
  }
 return 0;
}
Java
import java.util.*;
import java.lang.*;
import java.io.*;
class Main
{
       public static void main (String[] args) throws java.lang.Exception
              Scannersc=new Scanner (System.in);
int t=sc.nextInt();
              while (t-->0){
                int n=sc.nextInt();
                int m=sc.nextInt();
                  if(n%2==0&&m%2==0){
                System.out.println(0);
                  }
                  else if(n%2==0&&m%2!=0){
                    System.out.println(n);
                  }
                  else if(n%2!=0&&m%2==0){
```

```
System.out.println(m);
                }
                else{
                  System.out.println(m+n-1);
                }
             }
      }
}
Python
t=int(input())
while t!=0:
 m,n=map(int,input().split())
 if m%2==0 and n%2==0:
                                  TalentBattle
   print('0')
 elif m%2==0 and n%2==1:
   print(m)
 elif m%2==1 and n%2==0:
   print(n)
 else:
   print(m+n+-1)
```

t-=1