Problem C
Tri-du

Tri-du is a card game inspired in the popular game of Truco. The game uses a normal deck of 52 cards, with 13 cards of each suit, but suits are ignored. What is used is the value of the cards, considered as integers between 1 to 13.

In the game, each player gets three cards. The rules are simple:

- A Three of a Kind (three cards of the same value) wins over a Pair (two cards of the same value).

- A Three of a Kind formed by cards of a larger value wins over a Three of a Kind formed by cards of a smaller value.

- A Pair formed by cards of a larger value wins over a Pair formed by cards of a smaller value.

Note that the game may not have a winner in many situations; in those cases, the cards are returned to the deck, which is re-shuffled and a new game starts.

A player received already two of the three cards, and knows their values. Your task is to write a program to determine the value of the third card that maximizes the probability of that player winning the game.

Input

The input contains several test cases. In each test case, the input consists of a single line, which contains two integers A ($1 \le A \le 13$) and B ($1 \le B \le 13$) that indicates the value of the two first received cards.

Output

For each test case in the input, your program must produce a single line, containing exactly one integer, representing the value of the card that maximizes the probability of the player winning the game.

Examples

Input	Output
10 7	10
2 2	2