Dice Cup



In many table-top games it is common to use different dice to simulate random events. A "*d*" or "*D*" is used to indicate a die with a specific number of faces, *d4* indicating a four-sided die, for example. If several dice of the same type are to be rolled, this is indicated by a leading number specifying the number of dice. Hence, *2d6* means the player should roll two six-sided dice and sum the result face values.

Task

Write a program to compute the most likely outcomes for the sum of two dice rolls. Assume each die has numbered faces starting at 1 and that each face has equal roll probability.

Input

The input consists of a single line with two integer numbers, N, M, specifying the number of faces of the two dice.

Constraints

$4 \leq N, M \leq 20$ Number of faces.

Output

A line with the most likely outcome for the sum; in case of several outcomes with the same probability, they must be listed from lowest to highest value in separate lines.

Sample Input 1

```
6 6
```

Sample Output 1

```
7
```

Sample Input 2

```
6 4
```

Sample Output 2

```
5
6
7
```

Sample Input 3

```
12 20
```

Sample Output 3

```
13
14
15
16
17
18
19
20
21
```