## Kripto

Little Petar is playing a very frustrating online game, and is eager to advance on the leaderboard of best players. He has decided to use his hacker abilities and send an HTTP request for a score change. However, he hadn't anticipated that the committee had installed a new manner of protection against hackers -- requests with unrealistically high scores are actually written in the database modulo $M$ (where $M$ is a given number). Petar managed to find out the value of $M$, however he is still unfamiliar with the modulo operation, hence he has asked for your help in determining how many points will he achieve for a given request.

## Input

The first and only line of the standard input contains two integers $N$ and $M$, the score Petar has requested and the committee's modulo.

## Output

Write to the standard output a single line containing the number of achieved points for the given request.

## Example

## Input:

157

## Output:

1

## Explanation

Petar has requested the score of 15 , however the committee considers all scores above 7 to be unrealistic; as such, the value actually recorded will be equal to the score modulo 7 , i.e. 1 in this case.

## Constraints

- $0<=\mathrm{N}<=10^{100000}$
- $1<=M<=10^{18}$

