

SPOJ Problem Set (classical)

18. The Bytelandian Cryptographer (Act II)

Problem code: CRYPTO2

Encouraged by his last successful exploit, the Bytelandian fanatic cryptographer impudently encrypted a three-digit number by subtracting 1 from it.

This time he has **really** overstepped the mark! Soldier, go and beat him, for Burger King & Country! Oh, and remember your good manners, use Brainf**k (no other language is allowed).

Input

An encrypted 3-digit positive integer.

Output

The decrypted value.

Example

Input:

699

Output:

700

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Date: 2004-05-28

Time limit: 1s

Source limit:50000B

Languages: BF

Resource: Sometimes the simplest language is the most pleasing.