TicTacToe

SEASON 7 – ROUND FOUR

Ivancho likes to play the popular tic-tac-toe game. Together with his friends, they played so much and became so good that at one point each of their games ended in a draw. Always ending in a draw is not really entertaining and that's why they went looking for ways to optimize the game, so that there is always a winner. After some time, they came to the following optimization. Again, it is played on a 3x3 board, but unlike the usual tic-tac-toe game, where the first player plays with 'x' and the second with, o 'here both players play the same character -' x '. Also, the goal here is not to win, but to lose. That is, to get your opponent to make a move in which a row, pillar or diagonal consists of 3 characters, x '. In such a move the player who made it loses and the other wins respectively.

Ivancho has already made his first move, but he wonders if he was too hasty, so he will be very careful with the next. You are asked to write a program that determines whether Ivancho will win at optimal play for both players.

Note: You can find the full rules of tic-tac-toe game here:
https://en.wikipedia.org/wiki/Tic-tac-toe

Input

The first row of the file `tictactoe.in` contains of two integers – **x** and **y** - the coordinates of the position where Ivancho made his first move. The top left corner has coordinates (1, 1), and the lower right is coordinate (3, 3).

Output

In the output file `tictactoe.out` print "Yes" (without the quotes) if Ivancho will win in the optimum game by both, and "No", otherwise.

Constraints

$1 \le x, y \le 3$

Time limit: 1.0 sec
Memory limit: 256 MB

Example test

Input (tictactoe.in)	Output (tictactoe.out)
1 2	No