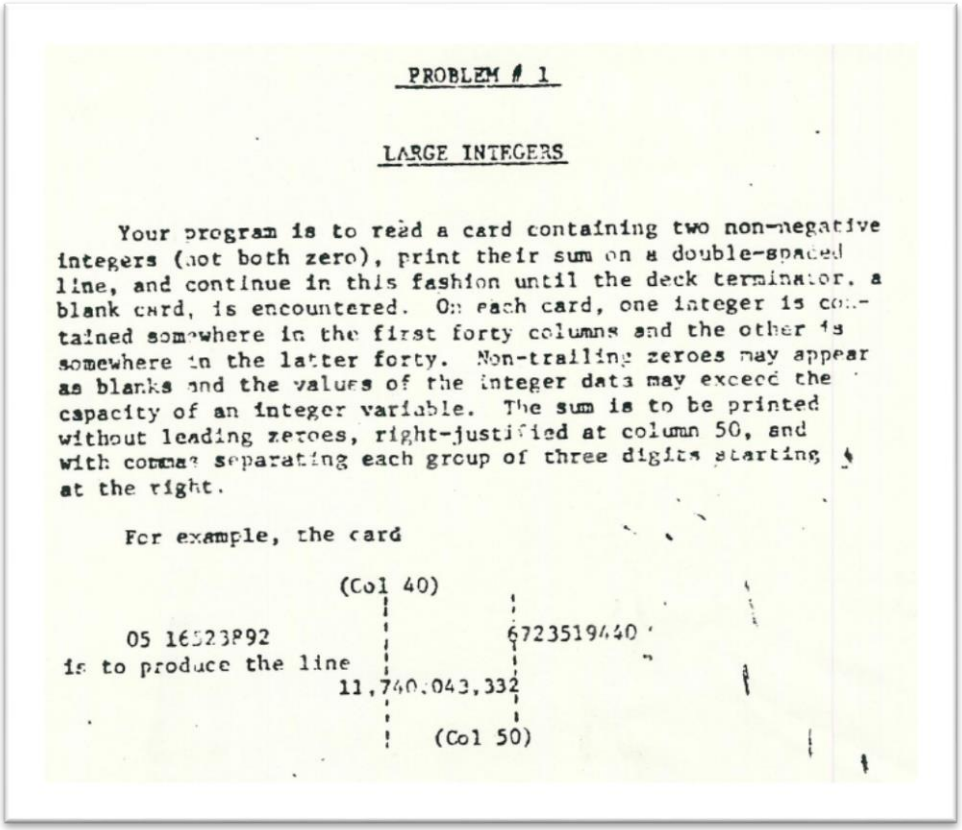
A+B

Most problem sets in programming competitions contain at least one very easy problem every team should be able to solve.

A classic example is A + B – given two numbers, output their sum!

In fact, a (slightly more complicated) version of A+B was part of the problem set of the 1978 ACM ICPC Final Competition, back then using punchcards as input.



PROBLEM # 1

LARGE INTEGERS

Your program is to read a card containing two non-negative integers (not both zero), print their sum on a double-spaced line, and continue in this fashion until the deck terminator, a blank card, is encountered. On each card, one integer is contained somewhere in the first forty columns and the other is somewhere in the latter forty. Non-trailing zeroes may appear as blanks and the values of the integer data may exceed the capacity of an integer variable. The sum is to be printed without leading zeroes, right-justified at column 50, and with commas separating each group of three digits starting at the right.

For example, the card

(Col 40)

05 16523892 6723519440

is to produce the line

11,740,043,332

(Col 50)

Figure 1: Problem 1 from the 1978 ACM ICPC Final Competition.

Input

The input will contain multiple test cases. A test case starts with a line containing two numbers A ($1 \le A \le 1000$) and B ($0 \le B \le 1000$). The input will be terminated by a line containing the characters `0 0`.

Output

For each test case, print the sum of A and B!

Sample Input

```
1 1
2 0
3 8
0 0
```

Sample Output

```
2
2
11
```