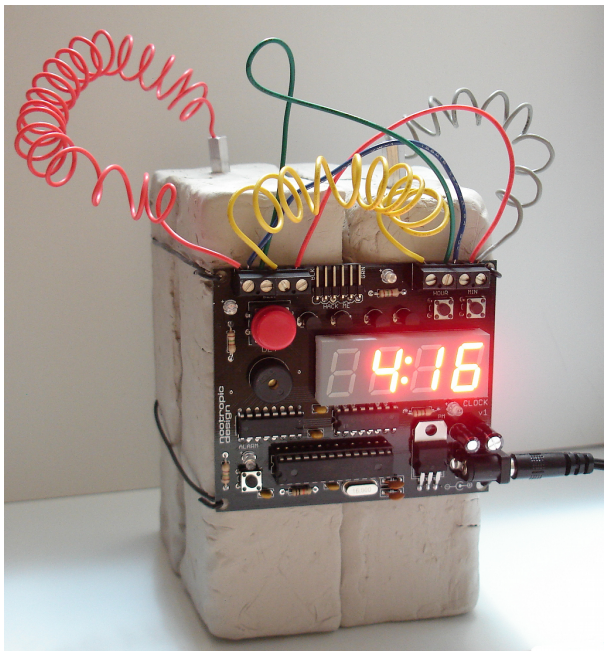
WC '18 Contest 2 J2 - This Message will Self-Destruct

Time limit: 1.0s **Memory limit:** 16M

Woburn Challenge 2018-19 Round 2 - Junior Division



Ethan Hunt has received an audio message recorded by Alan Hunley, the secretary of the IMF, detailing a secret upcoming mission to Newfoundland. Ethan is well aware of a security protocol dictating that the message must self-destruct shortly after being heard, in order to prevent its information from falling into enemy hands. Normally, Alan would end the message by mentioning how quickly it will self-destruct, but it appears that he forgot to do so this time!

Fortunately, the message did come with a digital clock display instead, which is ticking downwards. Ethan assumes that the message will self-destruct when the clock reaches $0{:}\,00$.

The current clock display may be represented by a string S with exactly four characters, in the format `m:ss`. The first character (`m`) is a digit `0`...`9`, and indicates the number of minutes remaining. The second character is always `:`. The last two characters (`ss`) form a number (`00`...`59`), indicating the number of seconds additionally remaining. Specifically, the third character is a digit `0`...`5`, while the fourth character is a digit `0`...`9`. It's guaranteed that S is not already equal to `0:00`.

Based on the clock display, help Ethan determine how many seconds he has left to get the message off his hands before it self-destructs!

Input Specification

The first and only line of input consists of a single string, S (having exactly 4 characters, in the format `m:ss`).

Output Specification

Output a single integer, the number of seconds remaining until the message self-destructs.

Sample Input

```
2:07
```

Sample Output

```
127
```

Sample Explanation

The message will self-destruct in 2 minutes and 7 seconds, which is equivalent to 127 seconds.