

TASK B. NEW CAMOUFLAGE

Wargaming is going to release new camouflage for tanks in World of Tanks. Each camouflage will be marked with a unique number.

Any number whose first digit is equal to the last in decimal notation can be used. For example, the numbers 8, 77, 5678765 are suitable, but the numbers 12, 100, 34444 are not.

You need to count how many numbers are suitable for camouflage in the given range.

INPUT DATA

At a single input line, there is space-separated pair of integers **a** and **b** ($1 \leq a \leq b \leq 10^{18}$).

OUTPUT DATA

Print an integer – the amount of numbers **x** suitable for camouflages, such that $a \leq x \leq b$

HOW TO SEND A SOLUTION?

Your solution should be a console program in one of the available programming languages (C++11 or Python 3.6). The program must read from the standard input stream (std::cin in C++ language) the input data (it is guaranteed that when checking the solution it will be exactly in the format and the ranges as described in the "Input data" section), and output the answer to the standard output stream (std::cout in C++) in the format described in the "Output data" section. Extra spaces at the end of lines will be ignored. To send a solution, you need to select a task in the system and a programming language. Then, send the source file with the code. It will be checked by the system in different test runs.

NOTE

In the first input example 4 numbers are 11, 22, 33 and 44.

EXAMPLE

Input example #1
10 50

Input example #2
102 110

Output example #1
4

Output example #2
0

[#growwithus](#)

The test is considered passed if the program outputs the correct answer and meets the time and memory limits. One point is granted for each test passed. The scores for all tests are summed up. The first tests are always from the examples given in the description. The overall result for the task is determined by the solution that scored the maximum number of points. It will be hidden in the system, and only the result of the first 10 tests of the task will be available to you. The number of attempts is not limited.

