Number Game

Arya and Bran are playing a game. Initially, two positive integers **A** and **B** are written on a blackboard. The players take turns, starting with Arya. On his or her turn, a player can replace **A** with **A** - **k*****B** for any positive integer **k**, or replace **B** with **B** - **k*****A** for any positive integer **k**. The first person to make one of the numbers drop to zero or below loses.

For example, if the numbers are initially (12, 51), the game might progress as follows:

- Arya replaces 51 with 51 3*12 = 15, leaving (12, 15) on the blackboard.
- Bran replaces 15 with 15 1*12 = 3, leaving (12, 3) on the blackboard.
- Arya replaces 12 with 12 3*3 = 3, leaving (3, 3) on the blackboard.
- Bran replaces one 3 with 3 1*3 = 0, and loses.

We will say (**A**, **B**) is a *winning* position if Arya can always win a game that starts with (**A**, **B**) on the blackboard, no matter what Bran does.

Given four integers A_1 , A_2 , B_1 , B_2 , count how many winning positions (A, B) there are with $A_1 \le A \le A_2$ and $B_1 \le B \le B_2$.

Input

The first line of the input gives the number of test cases, T. T test cases follow, one per line. Each line contains the four integers A_1 , A_2 , B_1 , B_2 , separated by spaces.

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1 \le T \le 250.

1 \le A_1 \le A_2 \le 1,000,000.

1 \le B_1 \le B_2 \le 1,000,000.

A_2 - A_1 \le 999,999.

B_2 - B_1 \le 999,999.
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Output

For each test case, output one line containing "Case #x: y", where x is the case number (starting from 1), and y is the number of winning positions (**A**, **B**) with $A_1 \le A \le A_2$ and $B_1 \le B \le B_2$.

Example

Input:

Output:

Case #1: 0 Case #2: 1 Case #3: 20