

## L. Sereja and Dima

time limit per test: 1 second

memory limit per test: 256 megabytes

input: standard input

output: standard output

Sereja and Dima play a game. The rules of the game are very simple. The players have  $n$  cards in a row. Each card contains a number, all numbers on the cards are distinct. The players take turns, Sereja moves first. During his turn a player can take one card: either the leftmost card in a row, or the rightmost one. The game ends when there is no more cards. The player who has the maximum sum of numbers on his cards by the end of the game, wins.

Sereja and Dima are being greedy. Each of them chooses the card with the larger number during his move.

Inna is a friend of Sereja and Dima. She knows which strategy the guys are using, so she wants to determine the final score, given the initial state of the game. Help her.

### Input

The first line contains integer  $n$  ( $1 \leq n \leq 1000$ ) — the number of cards on the table. The second line contains space-separated numbers on the cards from left to right. The numbers on the cards are distinct integers from 1 to 1000.

### Output

On a single line, print two integers. The first number is the number of Sereja's points at the end of the game, the second number is the number of Dima's points at the end of the game.

### Examples

input	Copy
4 4 1 2 10	
output	Copy
12 5	

input	Copy
7 1 2 3 4 5 6 7	
output	Copy
16 12	

### Note

In the first sample Sereja will take cards with numbers 10 and 2, so Sereja's sum is 12. Dima will take cards with numbers 4 and 1, so Dima's sum is 5.

### Assiut University Training - Newcomers

Public

Participant



### About Group



Group website

### Group Contests

- Sheet #10 (General Hard)
- Sheet #9 (General medium)
- Sheet #8 (General easy)
- Sheet #7 (Recursion)
- Sheet #6 (Math - Geometry)
- Sheet #5 (Functions)
- Sheet #4 (Strings)
- Contest #3.1
- Sheet #3 (Arrays)
- Contest #2
- Sheet #2 (Loops)
- Contest #1
- Sheet #1 (Data type - Conditions)

### Sheet #8 (General easy)

Finished

Practice



### About Time Scaling

This contest uses time limits scaling policy (depending on a programming language). The system automatically adjusts time limits by the following multipliers for some languages. Despite scaling (adjustment), the time limit cannot be more than 30 seconds. Read the details by the [link](#).