A. Flipping Game

time limit per test 1 second

memory limit per test 256 megabytes

input standard input

output standard output

Iahub got bored, so he invented a game to be played on paper.

He writes *n* integers *a*1, *a*2, ..., *an*. Each of those integers can be either 0 or 1. He's allowed to do exactly one move: he chooses two indices *i* and *j* (1 ≤ *i* ≤ *j* ≤ *n*) and flips all values *ak* for which their positions are in range [*i*, *j*] (that is *i* ≤ *k* ≤ *j*). Flip the value of *x* means to apply operation *x* = 1 - *x*.

The goal of the game is that after **exactly** one move to obtain the maximum number of ones. Write a program to solve the little game of Iahub.

**Input**

The first line of the input contains an integer *n* (1 ≤ *n* ≤ 100). In the second line of the input there are *n* integers: *a*1, *a*2, ..., *an*. It is guaranteed that each of those *n* values is either 0 or 1.

**Output**

Print an integer — the maximal number of 1s that can be obtained after exactly one move.

**Examples**

**input**

5  
1 0 0 1 0

**output**

4

**input**

4  
1 0 0 1

**output**

4

**Note**

In the first case, flip the segment from 2 to 5 (*i* = 2, *j* = 5). That flip changes the sequence, it becomes: [1 1 1 0 1]. So, it contains four ones. There is no way to make the whole sequence equal to [1 1 1 1 1].

In the second case, flipping only the second and the third element (*i* = 2, *j* = 3) will turn all numbers into 1.