# 10. Realtor World

Program Name: Realtor.java Input File: realtor.dat

Scott works for a large realty firm. His boss is requiring each realtor in his firm to select a portion of a nearby housing area to contact the residents about selling their homes. The housing area is rectangular in shape and, ignoring the streets, there are m houses across and n houses down. Each realtor is to select a sub-rectangle of contiguous houses within the housing area. The realtor who is most successful will be rewarded with an all-expense paid vacation for a family of 4.

Scott, one of the realtors, has decided that he needs a program to help him select his sub-rectangle. A sub-rectangle must be at least a 1x1 rectangle. After some investigation, he has developed a system that will give each house a value between -10 and 10, inclusive, based on how long a house has been owned, how long the owners had owned their previous house, value of the house, and several other criteria.

You are to write a program for Scott that will determine the sub-rectangle with greatest value. For example, given the housing area to the right, Scott has given the values of each house. The sub-rectangle containing 9, 2, -4, 1, -1, 8 sums to 15 and that is the largest value for any possible sub-rectangle.

0	-2	-7	0
9	2	-6	2
-4	1	-4	1
-1	8	0	-2

### Input

The first line of input will contain a single integer n that indicates the number of housing areas to follow. For each housing area, there will be the following:

- One line with two positive integers r and c, separated by a space, to denote the number of rows and columns in the housing development.
- r lines, each with c integers separated by a space and in the range [-10,10].

## Output

For each housing area, you will print one line with the value of the largest valued sub-rectangle.

**Note:** There will always be a unique largest valued sub-rectangle.

#### **Example Input File**

```
2

4  4

0  -2  -7  0

9  2  -6  2

-4  1  -4  1

-1  8  0  -2

4  6

3  3  -3  -3  4  -4

2  8  3  8  9  10

-4  -4  3  7  -5  3

6  2  -2  4  -6  8
```

## **Example Output to Screen**

15 52