

# **Magical Cave**

Lili, a great magician, has a mission to enter a cave to get treasure inside. The cave only has 1 path without branches. But the cave is not safe because there are some traps inside that can reduce Lili's life points. But in addition to traps, the cave also has potions that can increase Lili's life points. Before entering the cave, Lili casts magic that can reveal all the traps and potions inside the cave. But before entering the cave, Lili must prepare her life points first because in the cave because Lili cannot use her magic to add life points or destroy the traps. What is the minimum life point that Lili must prepare so that her life point is always positive during the trip inside the cave.

Note: If Lili's point drops to 0 or negative before entering and during the trip inside the cave, then Lili is declared dead.

### Format Input

There are T test cases. Each test case contains an integer N which represents the length of the cave. On the next line there are N numbers represents the value of trap and potion. Traps are marked with numbers that are negative and potions are marked with numbers that are positive

### Format Output

Output T line with format "Case #X:", where X represents the testcase number and Y represents the initial life points that Lili has to prepare.

#### Constraints

- $1 \le T \le 100$
- $1 \le N \le 5000$
- $-10^8 \le A_i \le 10^8$ , which  $A_i$  is the value of each traps and potions.

### Sample Input (standard input)

```
2
5
1 2 -3 4 -5
5
-1 -1 -1 -2 9
```

<sup>©</sup> School of Computer Science - BINUS, 2020. No part of the materials available may be copied, photocopied, reproduced, translated, or reduced to any electronic medium or machine-readable form, in whole or in part, without prior written consent of School of Computer Science - BINUS. Any other reproduction in any form without the permission of School of Computer Science - BINUS is probihited. For those who violated this disclaimer, academic sanctioned can be enforced.



### Sample Output (standard output)

Case #1: 2 Case #2: 6

#### Explanation

In case 1, the minimum life points that Lili must prepare is 2. With a simulation like the following.

At position 1, Lili's life point increased by 1 to 3.

At position 2, Lili's life point increased by 2 to 5.

At position 3, Lili's life point is reduced by 3 to 2.

At position 4, Lili's life point increased to 4 to 6.

At position 5, Lili's life point is reduced by 5 to 1.

In each position Lili's life points are positive so the answer is valid. if the initial life prepared by Lili is 1, then Lili will die in fifth position with a life point of 0.



<sup>©</sup> School of Computer Science - BINUS, 2020. No part of the materials available may be copied, photocopied, reproduced, translated, or reduced to any electronic medium or machine-readable form, in whole or in part, without prior written consent of School of Computer Science - BINUS. Any other reproduction in any form without the permission of School of Computer Science - BINUS is probihited. For those who violated this disclaimer, academic sanctioned can be enforced.



### Magical Cave

Lili seorang penyihir handal memiliki suatu misi untuk memasuki sebuah gua untuk mendapatkan harta karun di dalamnya. Gua tersebut hanya memiliki 1 jalur tanpa cabang. Namun gua tersebut tidak aman karena didalamnya terdapat beberapa perangkap yang dapat mengurangi poin nyawa Lili. Namun selain perangkap, gua tersebut juga memiliki obat yang dapat menambah poin nyawa pada Lili. Sebelum memasuki gua, Lili mengeluarkan sihir yang dapat melihat seluruh perangkap dan obat yang ada di dalam gua tersebut. Namun sebelum memasuki gua tersebut Lili harus mempersiapkan poin nyawanya terlebih dahulu karena di dalam gua karena Lili tidak dapat menggunakan sihirnya untuk menambah poin nyawa ataupun menghancurkan perangkapnya. Berapakah poin nyawa minimal yang harus disiapkan Lili agar poin nyawanya selalu bernilai positif selama perjalanan di dalam gua.

Note: Jika poin nyawa Lili bernilai 0 atau negatif sebelum masuk dan selama perjalanan dalam gua tersebut, maka Lili dinyatakan mati.

### Format Input

Terdapat T buah testcase. Setiap testcase berisi bilangan bulat N yang merepresentasikan panjang gua yang akan dimasuki Lili. Pada baris selanjutnya terdapat N buah angka dimana angka-angka tersebut merupakan nilai dari perangkap dan obat. Perangkap ditandai dengan angka yang bernilai negatif dan obat ditandai dengan angka bernilai positif.

### Format Output

Keluarkan T baris dengan format "Case #X: Y", dimana X merepresentasikan nomor testcase dan Y merepresentasikan poin nyawa awal yang harus disiapkan Lili.

#### Constraints

- $1 \le T \le 100$
- 1 < N < 5000
- $-10^8 \le A_i \le 10^8$ , dimana  $A_i$  merupakan nilai dari perangkap dan obat.

## Sample Input (standard input)

<sup>©</sup> School of Computer Science - BINUS, 2020. No part of the materials available may be copied, photocopied, reproduced, translated, or reduced to any electronic medium or machine-readable form, in whole or in part, without prior written consent of School of Computer Science - BINUS. Any other reproduction in any form without the permission of School of Computer Science - BINUS is probihited. For those who violated this disclaimer, academic sanctioned can be enforced.



```
2
5
1 2 -3 4 -5
5
-1 -1 -1 -2 9
```

### Sample Output (standard output)

Case #1: 2 Case #2: 6

#### Explanation

Pada kasus 1, poin nyawa minimal yang harus dipersiapkan Lili adalah 2. Dengan simulasi seperti berikut.

Pada posisi 1, poin nyawa Lili bertambah 1 menjadi 3.

Pada posisi 2, poin nyawa Lili bertambah 2 menjadi 5.

Pada posisi 3, poin nyawa Lili berkurang 3 menjadi 2.

Pada posisi 4, poin nyawa Lili bertambah 4 menjadi 6.

Pada posisi 5, poin nyawa Lili berkurang 5 menjadi 1.

Sepanjang perjalanan poin nyawa Lili bernilai positif sehingga jawaban tersebut valid. jika nyawa awal yang disiapkan Lili bernilai 1, maka Lili akan mati pada posisi kelima dengan poin nyawa bernilai 0.



<sup>©</sup> School of Computer Science - BINUS, 2020. No part of the materials available may be copied, photocopied, reproduced, translated, or reduced to any electronic medium or machine-readable form, in whole or in part, without prior written consent of School of Computer Science - BINUS. Any other reproduction in any form without the permission of School of Computer Science - BINUS is probihited. For those who violated this disclaimer, academic sanctioned can be enforced.