

Two Vectors

Jojo as a treasure hunter has finally found the ancient treasure box. The treasure box has three layers of lock. Each layer of lock contains clues to unlock the lock.

As Jojo already succeed at the first and the second layer of the lock, Now the third layer of lock gives two N-dimension vectors. The first vector contains N integers A_1 , A_2 , A_3 , ..., A_N where A_i describes the value of i-th dimension of the first vector. Same as the second vector, it contains N integers B_1 , B_2 , B_3 , ..., B_N where B_i describes the value of i-th dimension of the second vector. Its written in the clues that Jojo may do a permutation to the N dimension values on each vector.

The riddle asks Jojo to find the best permutation of each vectors so that the dot products of the two vectors is the smallest. Dot products of two vectors A and B are $(A_1 * B_1) + (A_2 * B_2) + (A_3 * B_3) + ... + (A_N * B_N)$. To unlock the lock, Jojo needs to find the smallest dot product value possible after he does permutation on the to the N dimension values on each vector.

As a good friend of Jojo, help Jojo to solve the riddle.

Format Input

There are T testcases. Every testcase contains three rows. The first row consists of one integer N which indicates the dimension of the vectors. The second row consists of N integers $A_1, A_2, A_3, ..., A_N$ where A_i describes the value of i-th dimension of the first vector. The third row consists of N integers $B_1, B_2, B_3, ..., B_N$ where B_i describes the value of i-th dimension of the second vector.

Format Output

Output T line with format "Case #X:", where X indicates the testcase number and then followed by the answer of the riddle.

Constraints

- $1 \le T \le 10$
- 1 < N < 1000
- $1 < A_i < 10^5$

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Sample Input (standard input)

```
3
1 2 3
1 2 3
4
1 1 1 1
101 102 103 104
4
2 3 5 7
11 13 17 19
```

Sample Output (standard output)

Case #1: 10 Case #2: 410 Case #3: 231



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Jojo sebagai pemburu harta karun akhirnya menemukan peti harta karun purba. Peti harta karun memiliki tiga lapisan kunci. Tiap lapisan kunci memiliki petunjuk untuk membuka kunci tersebut.

Jojo telah berhasil memecahkan teka-teki lapisan kunci pertama dan kedua. Sekarang, lapisan kunci ketiga memberikan dua vektor N dimensi. Vektor pertama mengandung N bilangan bulat $A_1,\ A_2,\ A_3,\ ...,\ A_N$ dimana A_i menunjukan nilai dari dimensi ke-i pada vektor pertama. Begitu pula dengan vektor kedua, vektor kedua mengandung N bilangan bulat $B_1,\ B_2,\ B_3,\ ...,\ B_N$ dimana B_i menunjukan nilai dari dimensi ke-i pada vektor kedua. Tertulis dalam petunjuk, Jojo diperbolehkan untuk melakukan permutasi terhadap nilai-nilai dari N dimensi pada setiap vektor.

Teka-teki pada lapisan kunci ketiga meminta Jojo untuk menemukan permutasi terbaik untuk kedua vektor supaya perkalian titik kedua vektor menghasilkan nilai paling kecil. Perkalian titik dua vektor A dan B adalah $(A_1*B_1)+(A_2*B_2)+(A_3*B_3)+...+(A_N*B_N)$. Untuk membuka lapisan kunci ketiga, Jojo harus menemukan nilai terkecil perkalian titik dari kedua vektor setelah Jojo melakukan permutasi terhadap nilai-nilai dari N dimensi pada setiap vektor.

Sebagai teman baik Jojo, bantu Jojo memecahkan teka-teki tersebut.

Format Input

Terdapat T buah testcase. Setiap testcase tediri dari tiga baris. Baris pertama berisi satu bilangan N yang merupakan dimensi dari kedua vektor. Baris kedua berisi N buah digit $A_1, A_2, A_3, ..., A_N$ dimana A_i menunjukkan nilai dari dimensi ke-i pada vektor pertama. Baris ketiga berisi N buah digit $B_1, B_2, B_3, ..., B_N$ dimana B_i menunjukkan nilai dari dimensi ke-i pada vektor kedua.

Format Output

Keluarkan T baris dengan format "Case~#X:", dimana X menandakan nomor testcase, kemudian diikuti sebuah bilangan yang menunjukkan jawaban dari teka-teki tersebut.

Constraints

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Sample Output (standard output)

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