## Problem E. Shield Block

Input file: standard input
Output file: standard output

Time limit: 2 seconds
Memory limit: 256 megabytes

Little Q is playing **Hearthstone**, and his opponent is a Warrior who is skilled at getting armor.



Initially, there are n cards in Little Q's deck, and he will play them **from top to bottom**. The i-th card deals  $a_i$  damage to the Warrior.

Each turn, the Warrior will **reset** his armor to D points (note that it is "reset", not "increase"). Then, Little Q will play k cards in order. If the total damage of these k cards (called S) exceeds D, the Warrior will take S-D damage; otherwise, the Warrior will take no damage. The game ends when all the cards in Little Q's deck have been played.

Little Q has a special ability: he can remove any cards from his deck at the beginning, without changing the relative position of the remaining cards. He wants to know, for each k = 1, 2, ..., n, the maximum damage he can deal to the Warrior.

#### Input

The first line contains two integers n, D ( $1 \le n \le 10^6, 1 \le D \le 10^9$ ), representing the number of cards in Little Q's deck and the Warrior's armor.

The next line contains n integers  $a_i$  ( $1 \le a_i \le 10^{12}$ ), representing the damage of each card in the deck from top to bottom.

### Output

Output n lines. The i-th line contains an integer, denoting the maximum damage Little Q can deal to the Warrior when k = i.

# SYSU Collegiate Programming Contest 2024, Online SYSU, December, 8, 2024

## Example

standard output
0
4
7
9
10

### Note

In the example, when k = 1, since only one card can be played per turn, it is impossible to deal any damage to the Warrior anyway.

When k = 2, by removing the 2nd card, the damage in the first round is 2 + 5 - 5 = 2, and in the second round, the damage is 4 + 3 - 5 = 2.

When k = 3, by removing the 1st and 2nd cards, the damage in the first round is 5 + 4 + 3 - 5 = 7.

When k = 4, by removing the 2nd card, the damage in the first round is 2 + 5 + 4 + 3 - 5 = 9.

When k = 5, no cards are removed, and the damage in the first round is 2 + 1 + 5 + 4 + 3 - 5 = 10.