Asteroid belt

Your ship is flying through a dense asteroid field, and the shields can't take all the hits! You'll have to find a defense strategy to minimize the damage if you don't want to end up as intergalactic metal mush.

The shield surrounding your shuttle can be intermittently activated for a few seconds to repel asteroids, but you must wait for it to cool down before you can activate it again. Your space travel planner has calculated all the asteroids on your route in advance.

It's up to you to choose when to activate the shields to absorb the maximum number of asteroids.

Data

Input

Line 1: three integers N, A, C: respectively the number of seconds to exit the asteroid field, the duration in seconds of a shield activation, and the minimum duration in seconds of shield cooling

Line 2: N integers, which indicate for each second of the course the number of asteroids encountered.

Output

The minimum number of asteroids your ship will have to hit if your shield activation strategy is optimal.

Constraints

- 1 <= N <= 500.000
- 1 <= A <= N
- 1 <= C <= N

The total number of asteroids will not exceed 1 billion.

When you activate the shield, it will stay on for exactly A seconds (it is not possible to stop it before).

Example

```
11 2 2
1 4 2 3 0 1 4 3 4 1 5
```

The solution your code should display here is `10`. Indeed, the shield can be optimally activated with the timing described below:

```
1 4 2 3 0 1 4 3 4 1 5
  #-#       #-#     #
```

The ship hits 1+3+0+1+4+1 asteroids, for a total of 10.