SharkLand

In SharkLand located far far away, people have a weird habit of keeping sharks as pets. The person with the the most number of sharks is crowned as ‘Sharky’. People are always in the quest of buying sharks so that they get crowned as ‘Sharky’.

Now, a SharkFest is being held at SharkLand where shark traders will be coming to trade sharks with the people of SharkLand(wannabee ‘Sharkys’). The SharkFest will go on for *n* days.

Mr. Raj gets hold of the information of the cost of buying and selling sharks for each day of SharkFest. Mr. Raj thinks of a strategy to buy some sharks from the fest on some day and sell them again in the fest to earn money.

The buying cost and the selling cost for one shark on day *i* are the same and are equal to a_i. Mr. Raj has initially *m* rupees. He can buy a certain number of sharks and then sell them no more than once in *n* days.

Write a program to help Mr. Raj calculate the maximum money he can get with this strategy.

Input -

The first line contains one integer t (1<=t<=100), which is the number of test cases.

For each test case, the input contains 2 lines.

The first line of each test case contains *n*(1<=n<=10^5) and *m*(1<=m<=1000) - the number of days for which SharkFest goes on and the initial amount of money Mr. Raj has.

The second line contains *n* integers a_i (1<=i<=n) where a_i (1<=a_i<=1000) is the buying and selling cost of each shark on the *i-th* day.

Output -

Print a single number followed by a newline which is the maximum money that Mr. Raj can get.

Time Limit - 2 sec

Sample Test Cases -

Input	Output
2 2 5 3 7 4 10 4 2 3 1	9 15

Explanation of the 1st test case -

Mr. Raj has initially 5 rupees. He buys one shark on day one for 3 rupees and sells it on day two for 7 rupees. Hence, he has 5 - 3 + 7 = 9 rupees at the end.

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