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#include<bits/stdc++.h>
using namespace std;
const char nl = '\n';
    typedef long long ll;
    typedef long double ld;
using i64 = unsigned long long;
using i32 = unsigned;
using i128 = unsigned __int128;
    #define all(x) (x).begin(), (x).end()
void solve(){
int n;
cin >> n;
ll a,b;
cin >> a >> b;
vector<ll> p,q(n);
int k = 0;
for(int i = 0;i < n;i++){
    ll x;
    cin >> x;
    if(x == -1)
    {
        k++;
    }else{
        p.push_back(x);
    }

}

p.push_back(0);
for(auto &e : q)
{
    cin >> e;
}
sort(all(p),greater());

priority_queue<ll> pq;
priority_queue<ll, std::vector<ll>, std::greater<>> s;

int r = 0;
int t = 0;

for(auto e : q){

if(e == -1){
    b -= p[r++];
t++;
}
else if(k){
    s.emplace(e);
    k--;
}
else if(!s.empty()){
    ll x = s.top();
    s.pop();

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    pq.emplace(x);
    pq.emplace(e);
    a -= x;
    a -= e;

    ll y = pq.top();
    pq.pop();
    s.emplace(y);
    a += y;

    b -= p[r++];
} else {
    b -= p[r++];
    a -= e;
}

if(a <= 0){
    cout << "no" << nl;
    return;
}

if(b <= 0 && !t){

    cout << "yes" << nl;
    return;

} else if(b <= 0 && t){
    t--;
}

}

cout << "no" << nl;
}

int main(){
    ios::sync_with_stdio(0), cin.tie(0), cout.tie(0);
    int t = 1;
    cin >> t;
    while(t--){
        solve();
    }
    return 0;
}

```