Race to 100

Time Limit : 1 Second
Memory Limit : 512 MB

Race to 100 is a single player game where the player is challenged with 3 random tasks. You can get a score between 0 to 100 from each task, and you win the game if and only if your total combined score (from 3 tasks) is at least 100.

For example, suppose you already played 2 tasks and your scores are 40 and 15, respectively. Your total score so far is 40 + 15 = 55. Then, in the 3rd task, you need to score at least 45 to get a total score of 100 and win the game.

Given the score you have on the first two tasks, determine the minimum score you need to have on the 3rd task in order to win the game. If you already have enough scores to win the game, simply output 0.

Input

Input begins with an integer: T (1 ≤ T ≤ 100) denoting the number of cases.

Each case contains the following input block: Each case contains two integers: A B (0 ≤ A, B ≤ 100) in a single line denoting the first two obtained scores.

Output

For each case, output in a line "`Case #X: Y`" where `X` is the case number (starts from 1) and `Y` is the output for the respective case.

Examples

input	**Example #1**

`4`
`50 20`
`0 0`
`80 90`
`39 60`	

output	

`Case #1: 30`
`Case #2: 100`
`Case #3: 0`
`Case #4: 1`	

explanation	

Case 1: You need at least 30 more points to win.

Case 2: The first two tasks are total failures. You need to score a perfect 100 on the next one.

Case 3: You have more than enough points to win.

Case 4: You have 39 + 60 = 99 points. You need 1 more point to get 100.

End of Problem