# Advanced C# – Debugging

The goal of this lab is to practice **debugging techniques** in scenarios where a piece of code does not work correctly. Your task is to pinpoint the bug and fix it (without rewriting the entire code).

## Be Positive

You will receive some sequences of numbers on the console; your task is to **remove all negative numbers** and print back each sequence.

On the first line of input you are given a **count N – the number of sequences**.

On each of **the next N lines** you will receive some **numbers surrounded by whitespaces**.

You need to check each number, if it’s positive – print it on the console; if it’s negative, add to its value the value of the next number and only **print the result if it’s not negative**. You only perform the addition once, e.g. if you have the sequence: -3, 1, 3, the algorithm is as follows:

* -3 is negative => add to it the next number (1) => -3 + 1 = -2 still negative => do not print anything (and don’t keep adding numbers, you stop here).
* The next number we consider is 3 which is positive => print it.

If no numbers can be obtained in this manner for the given sequence, print **“(empty)”.**

Example:

|  |  |  |
| --- | --- | --- |
| **Input** | **Expected Output** | **Comments** |
| 3  3 -4 5 2 123  -1 -1 3 4  -2 1 | 3 1 2 123  3 4  (empty) | (3) **(-4 + 5 = 1 > 0)** (2) (123)  **(-1 + (-1) < 0)** (3) (4)  **(-2 + 1 < 0)** |

### Output

Print on the console **each modified sequence on a separate line.**

### Constraints

* The **number N** will be an integer in the range [1 … 15].
* The **numbers in the sequences** will be integers in the range [-1000 … 1000].
* The **count of numbers in each sequence** will be in the range [1 … 20].
* There may be **whitespaces anywhere around the numbers** in a given sequence

### Tests

|  |  |  |
| --- | --- | --- |
| **Input** | **Program Output** | **Expected Output** |
| 3  3 -4 5 2 123  -1 -1 3 4  -2 1 | Exception… | 3 1 2 123  3 4  (empty) |
| 1  0 -2 2 -2 3 | Exception… | 0 0 1 |