

## Pen

Jojo has markers and pens. When Jojo is arranging his markers and pens, he doesn't like to arrange them normally. Because he likes zebra's stripes, he also arrange them similar to zebra's stripes. He first put a pile of markers, followed by a pile of pens, then followed by a pile of markers again, and so on. He knows the number of markers and pens of each pile, but he doesn't remember the total number of markers and pens that he has. Since he has a lot of pens, he would like to sell some of them. But he is too lazy to count the total number of pens that he has. So, he asks you to count them since he knows that you are a good programmer and can make the program to count them easily.

## Format Input

The first line consists of an integer T representing the number of test cases. For each test case, there will be 2 lines. The first line consists of an integer N representing the number of piles of markers and pens that Jojo has. The second line consists of N integers,  $a_1, a_2, ..., a_N$ .  $a_i$  represents the number of items in the i-th pile. If i is odd, then the i-th pile is a pile of markers. Otherwise, the i-th pile is a pile of pens.

## Format Output

For each test case output "Case #X: Y". X is the test case number and Y is the total number of pens that Jojo has.

#### Constraints

- $1 \le T \le 100$
- $2 \le N \le 2000$
- $1 \le a_i \le 10^{16}$

# $\frac{2000}{10^{16}}$

# Sample Input (standard input)

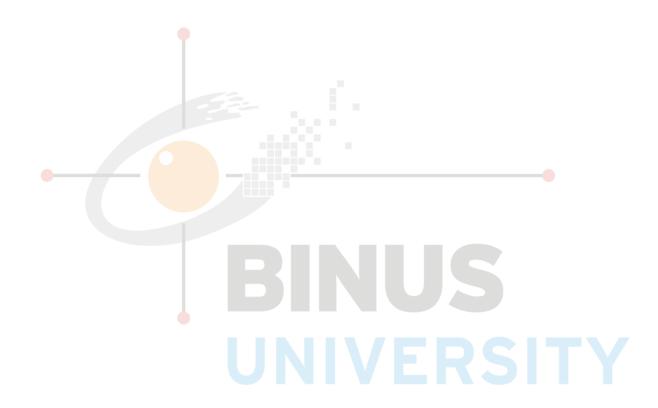
```
1
5
5 4 9 3 2
```

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## Sample Output (standard output)

Case #1: 7



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Jojo memiliki spidol dan pena. Ketika Jojo menyusun spidol dan pena, ia tidak suka menyusun mereka secara normal. Karena ia menyukai kulit belang zebra, ia juga menyusun mereka mirip seperti kulit belang zebra. Pertama ia menaruh satu tumpukan spidol, di-ikuti dengan satu tumpukan pena, lalu diikuti dengan satu tumpukan spidol lagi, dan seterusnya. Ia mengetahui banyaknya spidol dan pena di setiap tumpukan, tetapi ia tidak mengingat banyaknya total spidol dan pena yang ia punya. Karena ia memiliki banyak pena, ia ingin menjual beberapa pena. Tetapi ia terlalu malas untuk menghitung banyaknya pena yang ia punya. Jadi, ia meminta anda untuk menghitung mereka karena ia tahu bahwa anda adalah seorang naraprogram yang baik dan dapat membuat program untuk menghitung mereka dengan mudah.

## Format Input

Baris pertama terdiri dari sebuah bilangan bulat T yang merepresentasikan banyaknya kasus uji.

Untuk setiap kasus uji, akan ada 2 baris. Baris pertama terdiri dari sebuah bilangan bulat N yang merepresentasikan banyaknya tumpukan spidol dan pena. Baris kedua terdiri dari N bilangan bulat,  $a_1, a_2, ..., a_N$ .  $a_i$  merepresentasikan banyaknya barang di tumpukan ke-i. Jika i ganjil, maka tumpukan ke-i adalah tumpukan spidol. Jika tidak, maka tumpukan ke-i adalah tumpukan pena.

# Format Output

Untuk setiap kasus uji outputkan "Case #X: Y". X adalah nomor kasus uji dan Y adalah total banyaknya pena yang dimiliki Jojo.

#### Constraints

- 1 < T < 100
- $2 \le N \le 2000$
- $1 < a_i < 10^{16}$

# Sample Input (standard input)

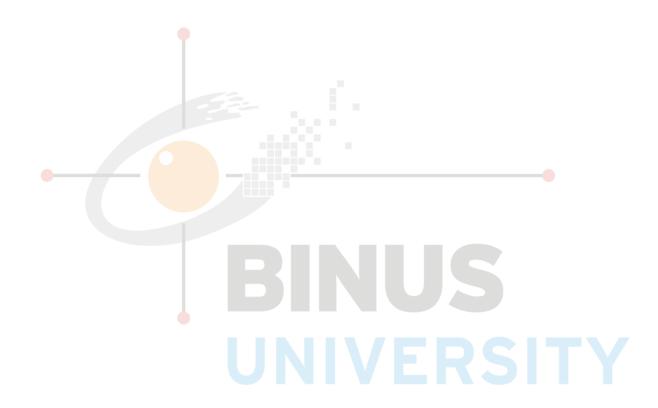
```
1
5
5 4 9 3 2
```

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## Sample Output (standard output)

Case #1: 7



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