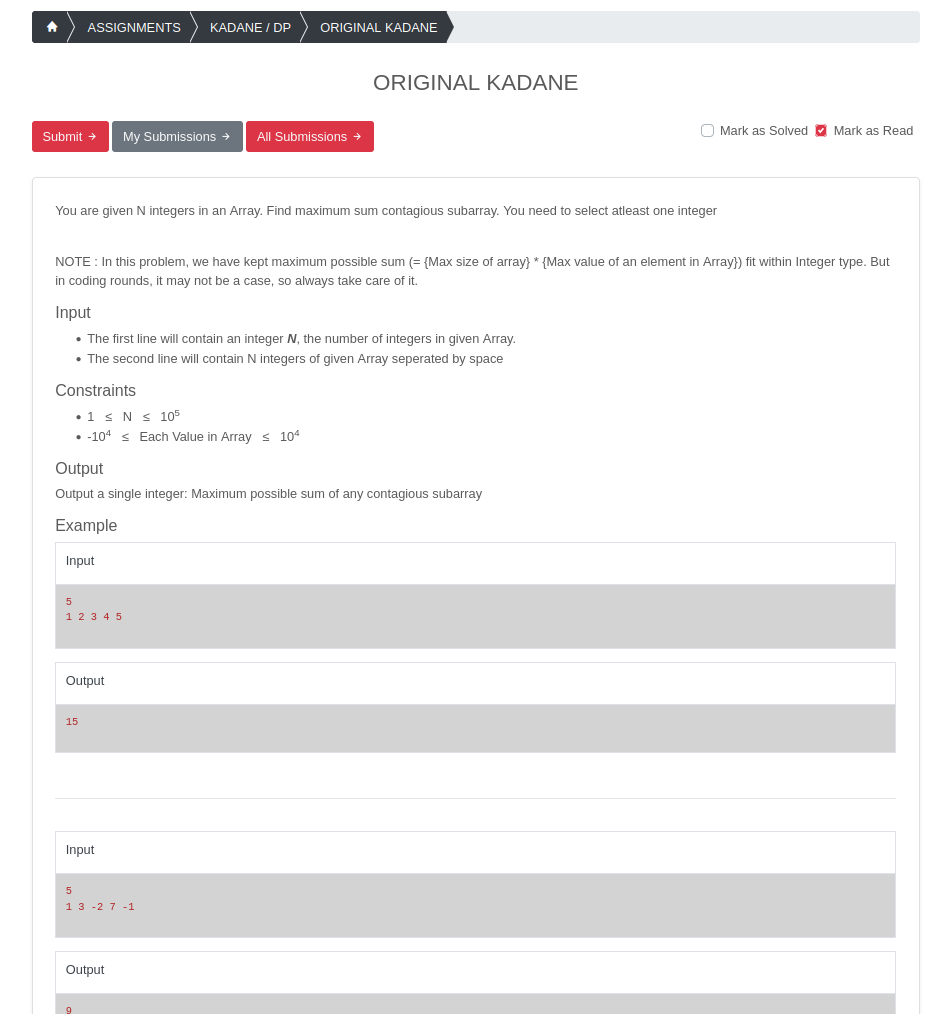
include<stdio.h>

Figure 1

#include <bits/stdc++.h>

using namespace std;

int main()

{

int n;

cin>>n;

vector<int>vc(n);

for(int i=0;i<n;i++)

{

//int x;

cin>>vc[i];

//vc.push\_back(x);

}

int local=vc[0];

int global=vc[0];

for(int i=1;i<n;i++)

{

local= max(vc[i],(local+vc[i]));

global=max(local,global);

}

cout<<global<<endl;

return 0;

}