# A. Flipping Game

time limit per test
1 second
memory limit per test
256 megabytes
input
standard input
output
standard output

Iahub got bored, so he invented a game to be played on paper.

He writes $n$ integers $a_1, a_2, ..., a_n$. Each of those integers can be either 0 or 1. He's allowed to do exactly one move: he chooses two indices $i$ and $j$ ($1 \le i \le j \le n$) and flips all values $a_k$ for which their positions are in range $[i, j]$ (that is $i \le k \le j$). Flip the value of $x$ means to apply operation $x = 1 - x$.

The goal of the game is that after **exactly** one move to obtain the maximum number of ones. Write a program to solve the little game of Iahub.

## Input

The first line of the input contains an integer $n$ ($1 \le n \le 100$). In the second line of the input there are $n$ integers: $a_1, a_2, ..., a_n$. It is guaranteed that each of those $n$ values is either 0 or 1.

## Output

Print an integer — the maximal number of 1s that can be obtained after exactly one move.

**Examples**

**input**

Copy

```
5
1 0 0 1 0
```

**output**

```
4
```

**input**

Copy

```
4
1 0 0 1
```

**output**

```
4
```

## Note

In the first case, flip the segment from 2 to 5 ($i = 2, j = 5$). That flip changes the sequence, it becomes: [1 1 1 0 1]. So, it contains four ones. There is no way to make the whole sequence equal to [1 1 1 1 1].

In the second case, flipping only the second and the third element ($i = 2, j = 3$) will turn all numbers into 1.