Problem LEMMINGS: Restless Lemmings

As child I have been addicted to the famous and funny computer game called *Lemmings*. After school, I had to play several levels of this game in order to get my daily satisfaction. With a new computer and of course a faster processor, the Lemmings on my computer are running much too fast – due to a bug in the program's timing function. I never completed any level since then, because I cannot direct my lemmings fast enough.

But some weeks ago, a friend of mine told me about a flash game that is similar to the original Lemmings but has many more levels. Now, I am addicted again and use every single minute for playing Lemmings.

As I have to sleep, eat, and drink in order to survive, I have to save the game status sometimes and pause. Unfortunately, the pause button is only available **between** levels but not while playing at a level. Since no level codes are given, it is impossible to restart a level if you died. Therefore, I have developed a strategy to deal with that. Fortunately, somewhere on the Internet the average playing time for each level is accounted. From my own experience, I know how long I can play without breaks and how long each break has to be. In my opinion, it must be possible to compute the best playing strategy for me with these information.

Input

The first line of the input gives the number T of test cases ($1 \le T \le 10$). Then there follow T test cases, separated from each other by a single empty line. Each test case gives the number of levels L, my maximal playing time (without break) D, and my break time B in its first line ($1 \le L \le 100000$; $1 \le D \le 1000$; $1 \le B \le 60$). L numbers (separated by a single space) follow on the next line that specify the average time for playing these levels (as known from the Internet). The average time for each level is less or equal to D. You may safely assume that each number in the input is an integer.

Output

Print a single line for each test case, containing the shortest time in which I can finish all the levels. You may assume that I always will need exactly the average time to finish a level. Keep in mind that I have to rest not later than after continuously playing for D time units. The break needs to last for at least B time units.

Sample Input 1

```
3
1 100 30
100

3 50 7
13 40 33

3 80 7
60 3 30
```

Sample Output 1

```
100
100
100
```