«Funny» cubes (30 min., 20 points)

Each side of hexahedral cube is marked with a random number from 0 to k ($0 \le k \le 200$). There are n cubes. In each game player draws off cubes from a bag one by one and toss them, forming a sequence from numbers, written on cube's upper side, until cubes run out. After that he chooses from the formed sequence some nonzero number of adjacent numbers – a subsequence. Points are calculated as a product of the minimal number from the subsequence by subsequence length. A player's goal is to gain as many points as possible in one game.
Help a player make his choice – define the subsequence a player should take to gain maximal number of points. If in initial sequence there are a few subsequences that bring the same maximal number of points, priority is given to the subsequence with a lesser length. If there are a few such subsequences (of the same length) then priority is given to the subsequence which starts from the number with the smallest ordinal number.
m ($1 \le m \le 65000$) independent games are played.

Input file

The first line of the input file *input.txt* contains value of m – number of games. The line numbered $2i$ contains the value of n ($1 \le n \le 1000$) – the length of the sequence of i-th game. The line numbered $2i+1$ contains separated with a space n numbers of the sequence from the i-th game. The last line must be completed with a new line symbol (new line symbol is 0D0Ah).

Output File

The output file *output.txt* contains m lines, corresponding to optimal choice of a player in each of m games. Every line includes three numbers, separated with a single space – the number of points; the ordinal number of the first number in subsequence; subsequence length. The last line must be completed with a new line symbol (new line symbol is 0D0Ah).

Example

input.txt	*output.txt*
2 13 2 3 5 2 0 1 4 3 4 5 2 1 2 12 3 2 3 5 4 3 1 0 3 3 5 2	12 7 4 12 3 4