## Problem F. Rhythm Game

Input file:
Output file:
Time limit:
Memory limit:
standard input standard output
2 seconds 256 mebibytes

The famous artist Karuna is playing the rhythm gane.
The artist is trying to hit the notes in a song. The song is a sequence of $N$ notes.
The scoring system used in this game is as follows:

- At beginning of the song (before first note), the score is 0 and combo bonus is 0 .
- Each note has its own cost. The cost of $i$-th note is $A_{i}$.
- The combo bonus value is equal to 0 if Karuna misses current note, or $C_{j}$ if Karuna hits this note and there are $j$ notes in a row which Karuna hits.
- If Karuna hits the $i$-th note and the combo length after that is $j$, the value of $A_{i} \cdot C_{j}$ is added to the score.
- If Karuna misses the note, the length of the combo is reset to 0 . If it was non-zero before (in other words, if Karuna hit the previous note), then the combo ending score $P$ is added to the score.
- If Karuna hits the last not in the song, the combo ending score $P$ is added to the score as well.

Karuna's skills allow him to hit no more than $K$ notes during the song. For every note, he may choose to hit it or to miss it, as long as he hits no more than $K$ notes in total.
Given all the parameters, tell the maximum score Karuna can get.

## Input

The first line of the input contains three integers $N, K$ and $P\left(1 \leq N, K \leq 2000,-10^{9} \leq P \leq 10^{9}\right)$ : the number of notes in the song, the maximum number of notes Karuna can hit and combo break score, respectively.
The second line contains $N$ integers separated by spaces. The $i$-th number represents the score $A_{i}$ for hitting the $i$-th note $\left(0 \leq A_{i} \leq 10^{5}\right)$.
The third line contains $N$ integers separated by spaces. The $j$-th number represents the score $C_{j}$ for a combo of length $j\left(-10^{5} \leq C_{j} \leq 10^{5}\right.$, and for all $1 \leq j \leq N-1$, it is guaranteed that $\left.C_{j} \geq C_{j+1}\right)$.

## Output

Print one integer: the maximum score Karuna can get in the Rhythm Game.

## Example

|  |  |  | standard input |  | standard output |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| 5 | 5 | 1 |  |  |  | 57 |
| 5 | 4 | 3 | 2 | 1 |  |  |
| 5 | 4 | 3 | 2 | 1 |  |  |

