

Transportation

Blue Mary, the queen of Protoss, is planning a war against Zerg. Before the war she plans to make her base as safe as possible. Now there are N ($1 \leq N \leq 60$) nexuses available in the region controlled by Protoss, numbered $1, 2, \dots, N$. (Those who don't know what nexus is, please visit [Blizzard Entertainment](http://www.blizzard.com).) All the mineral and vespene gas stored in nexus i can be transported directly to nexus S_i . (i and S_i won't be the same.) Blue Mary's base is nexus 1 , So all the mineral and vespene gas can be transported to base 1 directly or indirectly.

Blue Mary defines the safety of nexus i , $R(i)$, as the following:

$$R(i) = C_i + k \sum_{j=1}^w R(P_j)$$

C_i and k are numeral constants which will be given in the input file.

Suppose for a fixed i , set $T = \{P_1, P_2, P_3, \dots, P_w\}$, then x is a member of T if and only if S_x is i . Any two P_j s must be different.

Now Blue Mary wants to modify at most M ($0 \leq M \leq N$) S_j s, so that the safety of her base $R(1)$ is maximized. To be a terran captive, also a great programmer, you must help her to solve this problem. Price is your life. Be careful! Blue Mary tells you that S_1 can't be modified. Don't ask your queen about the reason please.

Input

Ten test cases(given one after another, you have to process all!). For each test case:

The first line contains N , M and a real number k ($0.3 \leq k < 1$). The second line contains N space separated integers S_j . The third line contains N positive real numbers C_j .

There is a single blank line between consecutive test cases.

Output

For each test case:

A single line - the maximized safety of nexus 1 , rounded to two decimal places.

Example

Input:

```
4 1 0.5
2 3 1 3
10.0 10.0 10.0 10.0
```

[and 9 test cases more]

Output:

30.00

[and 9 test cases more]

Hint

Before modifying, the safety of the 4 bases are 22.8571, 21.4286, 25.7143, 10, respectively.

After modifying S_2 to 1, the safety of the 4 bases are 30, 25, 15, 10, respectively.