

# Joy of Handcraft

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

Little Horse always does some handcrafts, which is full of joy. This time, he builds a circuit that can turn on and off the bulbs periodically.

There are  $n$  bulbs in the circuit, the  $i$ -th of which has a period  $t_i$  and a luminance  $x_i$ . Formally, the  $i$ -th bulb will be turned on from the  $(2kt_i + 1)$ -th second to the  $(2kt_i + t_i)$ -th second, and it will be turned off from the  $(2kt_i + t_i + 1)$ -th second to the  $(2kt_i + 2t_i)$ -th second,  $k = 0, 1, 2, \dots$ . When the  $i$ -th bulb is on, its luminance will be  $x_i$ , otherwise its luminance will be 0.

Now, Little Horse wants to know, for each second from the first second to the  $m$ -th second, what's the maximum luminance among all the bulbs.

## Input

The first line of the input contains an integer  $T$  ( $1 \leq T \leq 100$ ) — the number of test cases.

The first line of each test case contains two integers  $n, m$  ( $1 \leq n, m \leq 10^5$ ) — the number of bulbs, and the number of integers you need to output. The sum of  $n$  and the sum of  $m$  will not exceed  $2 \times 10^5$ .

Then in the next  $n$  lines, the  $i$ -th line contains two integers  $t_i, x_i$  ( $1 \leq t_i, x_i \leq 10^5$ ) — the period and the luminance of the  $i$ -th bulb.

## Output

The  $x$ -th test case begins with *Case #x:*, and there follow  $m$  integers. The  $i$ -th integer indicates the maximum luminance among all the bulbs in the  $i$ -th second. If no bulb is on in the  $i$ -th second, output 0.

## Example

standard input	standard output
3	Case #1: 2 2 1
2 3	Case #2: 3 3 2 0 3
1 1	Case #3: 3 0 3
2 2	
2 5	
1 2	
2 3	
3 3	
1 1	
1 2	
1 3	