#include<stdio.h>

int main()

{

int n;

scanf("%d",&n);

struct process

{

float at,bt,ct,tat,wt,rt,start;

}p[n];

for(int i=0;i<n;i++)

{

scanf("%f",&p[i].at);

}

int a[n];

for(int i=0;i<n;i++)

{

scanf("%f",&p[i].bt);

a[i]=p[i].bt;

}

int temp[n];

for(int i=0;i<n;i++)

{

temp[i]=0;

}

int comp=0,currtime=0;

float avgtat,avgwt,avgrt;

while(comp!=n)

{

int index=-1,min=100;

for(int i=0;i<n;i++)

{

if(p[i].at<=currtime&&temp[i]==0)

{

if(a[i]<min)

{

min=a[i];

index=i;

}

if(a[i]==min)

{

if(p[i].at<p[index].at)

min=a[i];

index=i;

}

}

}

if(index!=-1)

{

if(a[index]==p[index].bt)

p[index].start=currtime;

a[index]=a[index]-1;

currtime++;

if(a[index]==0)

{

p[index].ct=currtime;

p[index].tat=p[index].ct-p[index].at;

p[index].wt=p[index].tat-p[index].bt;

p[index].rt=p[index].start-p[index].at;

avgtat=avgtat+p[index].tat;

avgwt=avgwt+p[index].wt;

avgrt=avgrt+p[index].rt;

comp++;

temp[index]=-1;

}

}

else

currtime++;

}

for(int i=0;i<n;i++)

{

printf("%0.2f ",p[i].ct);

}

printf("\n%0.2f",avgtat/n);

printf("\n%0.2f",avgwt/n);

printf("\n%0.2f",avgrt/n);

}