#include<stdio.h>

int main()

{

int n;

scanf("%d",&n);

struct process

{

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

}p[n];

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

{

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

}

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

{

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

}

for(int i=0;i<n-1;i++)

{

for(int j=0;j<n-i-1;j++)

{

if(p[j].at>p[j+1].at)

{

float temp=p[j].at;

p[j].at=p[j+1].at;

p[j+1].at=temp;

float temp2=p[j].bt;

p[j].bt=p[j+1].bt;

p[j+1].bt=temp2;

}

}

}

p[0].ct=p[0].at+p[0].bt;

p[0].tat=p[0].ct-p[0].at;

p[0].wt=p[0].tat-p[0].bt;

p[0].rt=p[0].wt;

float avgtat= p[0].tat,avgwt= p[0].wt,avgrt= p[0].rt;

for(int i=1;i<n;i++)

{

if( p[i].at>p[i-1].ct)

{

p[i].ct= p[i].at+ p[i].bt;

}

else if( p[i].at<=p[i-1].ct)

{

p[i].ct= p[i-1].ct+ p[i].bt;

}

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

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

p[i].rt=p[i].wt;

avgtat=avgtat+p[i].tat;

avgwt=avgwt+p[i].wt;

avgrt=avgrt+p[i].rt;

}

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);

}