
LEVEL 3
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Daniel Kahneman: Hmm, yes, but there's this strange thing that happens called the endowment effect. You prize objects that you own already more than you'd be willing to pay for them if you wouldn't! Interesting thought, isn't it?

New in Level 3: Subjective Value

LEVEL 3

The value of each sweet is now subjective to each economist. They can still trade sweets according to the rules from last level. Econs will now only trade with each other in a way so that **they both** gain something that is of **more** subjective value to them than what they give. It is possible to do a trade where one econ would end up with multiple of one sweet.

For each econ, output the valid trade that would increase the value of their basket the most based on the subjective value of the sweet.

The trades are **independent** from each other. When two trades are equally beneficial, take the one where the **id of the trade** partner is **lower**. When equal, take the one where the **sweetTypeId** you are **giving** is **lower**. When equal, take the one where the **sweetTypeId** you are **receiving** is **lower**.

LEVEL 3

	Input	Output
Format	N ecoId1 **sweetTypeId1 sweetTypeId2 . . . sweetTypeIdT** (line is repeated N times) **T** **sweetTypeId1 value1 value2 . . . valueN** (line is repeated T times)	**ecoId1 sweetTypeId1 ecoId2 sweetTypeId2** **(line is repeated N times where N is the number of econs)**
Types	N (int): number of econs ecoId (int): id of the econ **sweetTypeId (int): the id of the sweet type** **T (int): number of sweet types** **value (int): value of that sweet to the econ with the corresponding id**	ecoId1 (int): id of the eco that is executing the trade **sweetTypeId1 (int): id of the sweet that eco1 is trading a away** ecoId2 (int): the id of the eco that eco1 is trading with **sweetTypeId2 (int): id of the sweet that eco1 is receiving**
Example	3 1 3 4 2 5 1 4 2 3 2 1 5 4 3 5 1 10 5 7 2 4 5 9 3 9 8 2 4 5 2 4 5 5 10 9 Explanation: 1 10 5 7 means that sweetType 1 has the value 10 to eco 1, the value 5 to eco 2, and the value 7 to eco 3.	1 4 3 3 2 4 3 3 3 3 2 2

TRICK OR TRADE

GOOD LUCK