Problem 119: CalculatOR

Difficulty: Medium

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Problem Background

Some mathematical operators work in a specific order; 5 minus 4 is not the same as 4 minus 5. But what happens if someone enters the numbers in the wrong order? Let's design a calculator that gives both answers, just to be on the safe side.

Problem Description

Your program will be given a basic arithmetic expression, either adding, subtracting, multiplying, or dividing two numbers. Your program must calculate the result of the expression as written, and also the result of the expression when the numbers are switched. To use the example of "5 - 4" from before, your program must provide the result of "5 - 4" and the result of "4 - 5."

Sample Input

The first line of your program's input, received from the standard input channel, will contain a positive integer representing the number of test cases. Each test case will include a line containing three values, separated by spaces:

- A positive number
- One of the following mathematical operators: +, -, *, /, representing addition, subtraction, multiplication, and division, respectively
- A positive number

```
4
1 + 2
2 - 3
3 * 4
4 / 5
```

Sample Output

For each test case, your program must output a line containing two numbers, separated by spaces. The first number should be the result of the equation as written; the second number should be the result of the reversed equation. Both results should be rounded to one decimal place.

```
3.0 3.0
-1.0 1.0
12.0 12.0
0.8 1.3
```