import java.util.Scanner;  
class Circle0 {  
 private double x, y;  
 public int radius;  
 public Circle0(double x, double y, int radius) {  
 this.x = x; this.y = y; this.radius = radius; // ,로 연결 불가능 this.x = x, this.y = y; 등  
 }  
 public void show() {  
 System.*out*.println("가장 면적이 큰 원은 ("+x+","+y+")"+radius);  
 }  
}  
  
public class CircleManager {  
 public static void main(String[] args) {  
 Scanner scanner = new Scanner(System.*in*);  
 Circle0 c [] = new Circle0[3];  
 int max = 0;  
 for(int i = 0; i < c.length; i++) {  
 System.*out*.print("x, y, radius >>");  
 double x = scanner.nextDouble();  
 double y = scanner.nextDouble();  
 int radius = scanner.nextInt();  
 c[i] = new Circle0(x, y, radius);  
 }  
 for(int i = 0; i <c.length; i++) {  
 if(c[i].radius > max) {  
 max = c[i].radius;  
 }  
 }  
 for(int i = 0; i<c.length; i++) {  
 if(max == c[i].radius) {  
 c[i].show();  
 }  
 }  
 //for (int i=0; i<c.length; i++) c[i].show();  
 scanner.close();  
  
 }  
}