**Rubik's Cube Solving Contests**

**Learning goals**

Getting more practice in the use of the list.

In official Rubik's Cube contests, a participant's score is evaluated in the following way:

* The contestant may solve the Rubik's Cube five times. Each achievement time is measured in seconds.
* The best and the worst time are removed.
* An average of the remaining times is calculated and set as the contestant's official score.

Implement a program that asks for the times of the contestant's performances and prints the result to the hundredth of a second. An example of how the program functions:

Enter the time for performance 1: 5.80

Enter the time for performance 2: 5.40

Enter the time for performance 3: 5.17

Enter the time for performance 4: 5.19

Enter the time for performance 5: 5.22

The official competition score is 5.27 seconds.

Programming tips:

* Results, where there are several minimums or maximiums (several best or worst times) are special cases. Remove in these cases only one of the minimums or maximums. For example, if contestant's times are 6.75, 6.60, 7.45, 6.60 and 8.93 s, only one of the best times 6.60 s is removed.
* In special case, where all of the times are the same, it is easiest to remove two values, because then the program handles all cases with the same principle.
* Please, note that in this task the standard functions min and max are very useful both in normal and special cases.