#include <math.h>

#include <stdio.h>

#include <string.h>

#include <stdlib.h>

#include <assert.h>

#include <limits.h>

#include <stdbool.h>

int main() {

/\* Enter your code here. Read input from STDIN. Print output to STDOUT \*/

int p1, p2, p3, a;

scanf("%d%d%d%d", &p1, &p2, &p3, &a);

float r1 = 0, r2 = 0, r3 = 0;

if(p1<=a && p2<=a && p3<=a){

r1 = 0.333;

r2 = 0.333;

r3 = 0.333;

}

else if(p1>a && p2>a && p3>a){

r1 = 0.000;

r2 = 0.000;

r3 = 0.000;

}

else if(p2>a && p3>a){

r1 = 1.000;

r2 = 0.000;

r3 = 0.000;

}

else if(p1>a && p3>a){

r1 = 0.000;

r2 = 1.000;

r3 = 0.000;

}

else if(p1>a && p2>a){

r1 = 0.000;

r2 = 0.000;

r3 = 1.000;

}

else if(p1>a){

r1 = 0.000;

r2 = 0.500;

r3 = 0.500;

}

else if(p2>a){

r1 = 0.500;

r2 = 0.000;

r3 = 0.500;

}

else if(p3>a){

r1 = 0.500;

r2 = 0.500;

r3 = 0.000;

}

printf("%.3f\n%.3f\n%.3f", r1, r2, r3);

return 0;

}