

## A. Beru-taxi

time limit per test: 1 second

memory limit per test: 256 megabytes

input: standard input

output: standard output

Vasiliy lives at point  $(a, b)$  of the coordinate plane. He is hurrying up to work so he wants to get out of his house as soon as possible. New app suggested  $n$  available Beru-taxi nearby. The  $i$ -th taxi is located at point  $(x_i, y_i)$  and moves with a speed  $v_i$ .

Consider that each of  $n$  drivers will move directly to Vasiliy and with a maximum possible speed. Compute the minimum time when Vasiliy will get in any of Beru-taxi cars.

### Input

The first line of the input contains two integers  $a$  and  $b$  ( $-100 \leq a, b \leq 100$ ) — coordinates of Vasiliy's home.

The second line contains a single integer  $n$  ( $1 \leq n \leq 1000$ ) — the number of available Beru-taxi cars nearby.

The  $i$ -th of the following  $n$  lines contains three integers  $x_i, y_i$  and  $v_i$  ( $-100 \leq x_i, y_i \leq 100$ ,  $1 \leq v_i \leq 100$ ) — the coordinates of the  $i$ -th car and its speed.

It's allowed that several cars are located at the same point. Also, cars may be located at exactly the same point where Vasiliy lives.

### Output

Print a single real value — the minimum time Vasiliy needs to get in any of the Beru-taxi cars. You answer will be considered correct if its absolute or relative error does not exceed  $10^{-6}$ .

Namely: let's assume that your answer is  $a$ , and the answer of the jury is  $b$ . The checker program will consider your answer correct, if

### Examples

input
0 0 2 2 0 1 0 2 2
output
1.0000000000000000

input
1 3 3 3 3 2 -2 3 6 -2 7 10
output
0.5000000000000000

### Note

In the first sample, first taxi will get to Vasiliy in time 2, and second will do this in time 1, therefore 1 is the answer.

In the second sample, cars 2 and 3 will arrive simultaneously.

### Codeforces Round #367 (Div. 2)

Finished

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Start virtual contest

#### → Problem tags

brute force geometry implementation  
No tag edit access

#### → Contest materials

- Tutorial

