#include <iostream>

#include<math.h>

#define PI 3.14

using namespace std;

class circle {

protected:

double radius;

public:

circle():radius(0){}; ///retangle;

circle(double tradius):radius(tradius){};//retangle

circle(circle &re){

radius=re.radius; //this

}

int getRadius(){return radius;};

void setLength(double tradius){

radius=tradius;

}

double Area(double r){

return pow(r,2)\*PI;

}

int Volume(int r){

return pow(r,2)\*PI;

}

void print(){

cout<<"r="<<radius<<endl;

}

};

class sphere: protected circle{

public:

sphere():circle(){};//sphere s1;

sphere(int tr,int twidth,int theight):retangle(tr,twidth),height(theight){}

sphere(sphere &s):retangle(s.r,s.width),height(s.height){}

void setH(double tH){

height=tH;

}

int getH(){return height;}

int Area(int tr,int twidth,int theight){

return 2\*(tr\*twidth+twidth\*theight+theight\*tr);

}

int Volume(int tr,int twidth,int theight){

return (tr\*twidth\*theight);

}

void print(){//volume area

int v=Volume(r,width,height);

int a=Area(r,width,height);

//cout<<"len="<<r<<" ,wid="<<width<<" ,Hei="<<height<<endl;

cout<<"Volume:="<<v<<"\nSuirface="<<a<<endl;

}

};

circle::~circle() {

// Deallocate the memory that was previously reserved

// for this string.

delete[] \_text;

}

int main(){

int T,len,wid,hei;

cin>>T;

for(int i=1;i<=T;i++){

cin>>len>>wid>>hei;

sphere c1(len,wid,hei);

cout<<"#"<<i<<endl;

c1.print();

}

}