**#include <bits/stdc++.h>**

**using namespace std;**

**struct Movie {**

**string name;**

**double rating;**

**int year, popularity;**

**};**

**int partition(vector<Movie>& arr, int low, int high) {**

**double pivot = arr[high].rating;**

**int i = low - 1;**

**for (int j = low; j < high; j++) {**

**if (arr[j].rating >= pivot) { // descending order**

**swap(arr[++i], arr[j]);**

**}**

**}**

**swap(arr[i+1], arr[high]);**

**return i+1;**

**}**

**void quickSort(vector<Movie>& arr, int low, int high) {**

**if (low < high) {**

**int pi = partition(arr, low, high);**

**quickSort(arr, low, pi - 1);**

**quickSort(arr, pi + 1, high);**

**}**

**}**

**int main() {**

**int n; cin >> n;**

**vector<Movie> movies(n);**

**for (int i = 0; i < n; i++)**

**cin >> movies[i].name >> movies[i].rating >> movies[i].year >> movies[i].popularity;**

**quickSort(movies, 0, n - 1);**

**for (auto &m : movies)**

**cout << m.name << " " << m.rating << " " << m.year << " " << m.popularity << "\n";**

**}**