```cpp
#include<iostream>
#include<iomanip>
using namespace std;
int main()
{
int a;
long long int b;
char c;
float d;
double e;
cin>>a>>b>>c>>d>>e;
cout<<a<<endl;
cout<<b<<endl;
cout<<c<<endl;
cout<<std::fixed<<std::setprecision (3)<<d<<endl;
cout<<std::fixed<<std::setprecision (9)<<e<<endl;
return 0;
}
```