using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Problem\_04

{

class Program

{

static void Main(string[] args)

{

var numberOfMoves = double.Parse(Console.ReadLine());

var result = 0.0;

var firstInterval = 0;

var secondInterval = 0;

var thirdInterval = 0;

var forthInterval = 0;

var firfthInterval = 0;

var sixthInterval = 0;

for (int i = 0; i < numberOfMoves; i++)

{

var curentNumber = int.Parse(Console.ReadLine());

if (curentNumber >=0 && curentNumber <= 9)

{

result += curentNumber \* 0.2;

firstInterval++;

}

else if (curentNumber >= 10 && curentNumber <= 19)

{

result += curentNumber \* 0.3;

secondInterval++;

}

else if (curentNumber >= 20 && curentNumber <= 29)

{

result += curentNumber \* 0.4;

thirdInterval++;

}

else if (curentNumber >= 30 && curentNumber <= 39)

{

result += 50;

forthInterval++;

}

else if (curentNumber >= 40 && curentNumber <= 50)

{

result += 100;

firfthInterval++;

}

else

{

result /= 2;

sixthInterval++;

}

}

Console.WriteLine($"{result:f2}");

Console.WriteLine($"From 0 to 9: {firstInterval / numberOfMoves \* 100:f2}%");

Console.WriteLine($"From 10 to 19: {secondInterval/numberOfMoves \* 100:f2}%");

Console.WriteLine($"From 20 to 29: {thirdInterval/numberOfMoves \* 100:f2}%");

Console.WriteLine($"From 30 to 39: {forthInterval/numberOfMoves \* 100:f2}%");

Console.WriteLine($"From 40 to 50: {firfthInterval/numberOfMoves \* 100:f2}%");

Console.WriteLine($"Invalid numbers: {sixthInterval/numberOfMoves \* 100:f2}%");

}

}

}