using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Problem4

{

class Problem4

{

static void Main(string[] args)

{

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

var topStudents = 0.00;

var between4\_5 = 0.00;

var between3\_4 = 0.00;

var fail = 0.00;

var grades = 0.00;

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

{

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

if (grade >= 5)

{

topStudents++;

}

else if (grade >= 4 && grade < 5)

{

between4\_5++;

}

else if (grade >= 3 && grade < 4)

{

between3\_4++;

}

else if (grade <3)

{

fail++;

}

grades += grade;

}

Console.WriteLine($"Top students: {topStudents/numberOfStudents\*100:f2}%");

Console.WriteLine($"Between 4.00 and 4.99: {between4\_5 / numberOfStudents \* 100:f2}%");

Console.WriteLine($"Between 3.00 and 3.99: {between3\_4 / numberOfStudents \* 100:f2}%");

Console.WriteLine($"Fail: {fail / numberOfStudents \* 100:f2}%");

Console.WriteLine($"Average: {grades / numberOfStudents:f2}");

}

}

}