#include <stdio.h>

struct HOCSINH {

char MSSV[10];

char Ten[50];

char DiaChi[50];

float DTB;

};

struct NODE {

HOCSINH key;

NODE \* next;

};

void removeHead(NODE \* & head) {

if (head == NULL) return;

NODE \* newhead = head->next;

delete head;

head = newhead;

}

void removeUnder5(NODE \* & head) {

while (head != NULL && head->key.DTB < 5)

removeHead(head);

NODE \* p = head;

while (p != NULL && p->next != NULL) {

if (p->next->key.DTB < 5) {

NODE \* next = p->next->next;

delete p->next;

p->next = next;

}

else

p = p->next;

}

}

//Phan test, khong lam trong bai thi

void addHead(NODE \* & head) {

NODE \* newHead = new NODE;

fseek(stdin,0,SEEK\_END);

gets(newHead->key.MSSV);

fseek(stdin,0,SEEK\_END);

gets(newHead->key.Ten);

fseek(stdin,0,SEEK\_END);

gets(newHead->key.DiaChi);

fseek(stdin,0,SEEK\_END);

scanf("%f",&newHead->key.DTB);

newHead->next = head;

head = newHead;

}

void print(NODE \* head) {

if (head == NULL) return;

printf("\n%s\n%s\n%s\n%f\n",head->key.MSSV,head->key.Ten,head->key.DiaChi,head->key.DTB);

print(head->next);

}

int main() {

int n;

scanf("%d", &n);

NODE \* head = NULL;

while(n--) addHead(head);

removeUnder5(head);

print(head);

}