#include<bits/stdc++.h>

using namespace std;

int main()

{

int a; long b; char c; float d; double e;

cin>>a>>b>>c>>d>>e;

cout<<a<<"\n"<<b<<"\n"<<c<<"\n";

cout<<fixed<<setprecision(3)<<d<<"\n";

cout<<fixed<<setprecision(9)<<e<<"\n";

return 0;

}