#include <iostream>

#include <string>

using namespace std;

class weather

{

double temper;

int press;

char wind;

int rain;

public:

weather(double temper = 0, int press = 0, char wind = 't', int rain = 0) {

this->temper = temper;

this->press = press;

this->wind = wind;

this->rain = rain;

}

/////////

string getTemper() {

string tmp;

temper < 0 ? tmp = '-' : temper > 0 ? tmp = '+' : tmp = "";

return tmp + to\_string(temper) + "oC";

}

double getTemper(int value) {

return temper;

}

string getWind() {

switch (wind) {

case 't':

return "quite";

case '1':

return "light";

case 'p':

return "normal";

case 's':

return "strong";

}

}

string getRain() {

switch (rain) {

case 0:

return "without rain";

case 1:

return "rain";

case 2:

return "snow";

}

}

/////////

bool operator <(weather& obj) {

return this->temper < obj.temper;

}

friend istream& operator >>(istream & is, weather & obj) {

is >> obj.temper >> obj.press >> obj.wind >> obj.rain;

return is;

}

friend ostream& operator <<(ostream & out, weather & obj) {

out << obj.getTemper() << "\t" << obj.press << "\t" << obj.getWind() << "\t" << obj.getRain() << endl;

return out;

}

};

void fill(weather\* arr, int n) {

for (int i = 0; i < n; i++) {

weather obj;

cin >> obj;

arr[i] = obj;

}

}

void show(weather \*arr, int n) {

cout << "temperature\t" << "press\t" << "wind\t" << "rain\t" << endl;

for (size\_t i = 0; i < n; i++)

cout << arr[i];

}

void sort(weather\* arr, int n) {

weather temp;

for (int i = 0; i < n; i++) {

for (int j = 0; j < n - i - 1; j++) {

if (arr[j] < arr[j + 1]) {

temp = arr[j];

arr[j] = arr[j + 1];

arr[j + 1] = temp;

}

}

}

}

double averTemper(weather\* arr, int n) {

int counter = 0;

double sum = 0;

for (size\_t i = 0; i < n; i++) {

if (arr[i].getWind() == "quite") {

counter++;

sum += arr[i].getTemper(1);

}

}

return sum / counter;

}

int main() {

int n = 2;

weather\* arr = new weather[n];

fill(arr, n);

//show(arr, n);

}