Dota 2

Dota 2 is a multiplayer online battle arena game in a three-dimensional environment, presented from an oblique high-angle perspective. The player commands one of 109 controllable character "Heroes." Each Hero begins the match at level one and becomes more powerful by accumulating experience points through combat, thereby leveling up to the maximum level of twenty-five. With every level gained the player either selects a new ability for their Hero to learn or enhance their general statistics. Each Hero's method of combat is influenced by its primary property: Strength, Agility, or Intelligence. Each hero has 150 base maximum health.

Every point in strength will increase the hero's maximum health by 19 Every point in agility will increase hero's armor by 0.1(1 armor per 10 points of agility.). Every point in intelligence will increase hero's maximum mana by 13

Given the strength, agility, and intelligence of a hero, calculate their maximum health, armor, and mana.

Input

The input consists of several lines. The first line is n ($1 \le n \le 1000$), the number of general statistics we want to calculate. For the next n lines, there are three numbers: s, a, i - strength, agility, intelligence ($1 \le s,a,i \le 1000$).

Output

Print n lines, with every lines consists of maximum health, and maximum mana.

Sample Input	Output for Sample Input
2 20 26 14 24 9 14	Case #1: 530 182 Case #2: 606 182

Contest: IdeaFuse ACM ICPC Provincial 2015