```c
#include<stdio.h>
#include<stdlib.h>

typedef struct point{
        int* A;
        int dist;
        char* code;
}point;

int distance(point a, point b, int K){
    int val = 0;
    for(int i = 0; i < K; i++)
        val += (a.A[i]-b.A[i])*(a.A[i]-b.A[i]);
    return val;
}

int main(){
        int N, K, Q;
        scanf("%d %d %d", &N, &K, &Q);
        point p[N];
        for(int i=0; i<N; i++){
                p[i].A = (int*)malloc((K)*sizeof(int));
                for(int j=0; j<K; j++){
                        scanf("%d", &p[i].A[j]);
                }
                p[i].code = (char*)malloc(100*sizeof(char));
                scanf("%s", p[i].code);
        }

        for(int i=0; i<N; i++)
            p[i].dist = distance(p[i], p[Q-1], K);

        int distMax = -1;
        for(int i = 0; i < N; i++){
            if(p[i].dist > distMax){
                distMax = p[i].dist;
            }
        }

        for(int i = 0; i < N; i++){
            if(p[i].dist == distMax){
                printf("%s\n", p[i].code);
                break; // Print only the first instance
            }
        }
        printf("%d", distMax);

        return 0;
}
```