```c
#include<stdio.h>

int main(){
    int x1, y1, x2, y2, x3, y3, x4, y4, x5, y5;
    scanf("(%d, %d) (%d, %d) (%d, %d) (%d, %d) (%d, %d)", &x1, &y1, &x2, &y2, &x3, &y3, &x4, &y4,
&x5, &y5);

    int f = y1;

    if(y2 >= f) f = y2;
    printf("f(%d) = %d\n",x2,f);

    if(y3 >= f) f = y3;
    printf("f(%d) = %d\n",x3,f);

    if(y4 >= f) f = y4;
    printf("f(%d) = %d\n",x4,f);

    if(y5 >= f) f = y5;
    printf("f(%d) = %d",x5,f);
    return 0;
}
```