Darts game X42666_en

For each player in a darts game, we know the numbers of targets, number of approximations and number of failures achieved. Provided that each target contributes three points, each approximation one point and that failures do not contribute anything, write a program that computes the classification of the tournament. The ties are solved giving priority to the player who has committed fewer failures. If the tie persists, the alphabetical order on the name is applied.
You must use the following code and data structures:

```
#include <iostream>
#include <vector>
#include <algorithm>
using namespace std;


struct Info {
    string name;
    int targets;
    int aproxs;
    int fails;
    int points;
};


// Add subprograms here  if needed

int main() {
  // add the code here
}
```

Exam score: 2.500000 **Automatic part:** 0.000000%

Input

The first line contains the number n of players and the number k of throws that each player has made. Both are integers greater than zero. Then, there are n lines, each one containing a string with the name of the player followed by the number of targets and the number of approximations he has achieved in his k throws.

Output

The names of the tournament players, one per line, ordered according to the score they have achieved with their throws, from highest to lowest. The ties are solved with these criteria: fewer failures first and finally, if necessary, in alphabetical order, as described above. The points obtained and the number of failures should appear next to each name.

Sample input 1

```
4 8
Javier 3 1
Maria 5 2
Paula 2 4
Carlos 3 2
```

Sample output 1

```
Maria 17 1
Carlos 11 3
Paula 10 2
Javier 10 4
```

Sample input 2

```
4 6
Silvia 2 0
Ana 2 0
Pedro 1 3
Juan 0 6
```

Sample output 2

```
Juan 6 0
Pedro 6 2
Ana 6 4
Silvia 6 4
```

Problem information

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