

## Problem G. Geometry PTSD

Input file: *standard input*  
Output file: *standard output*  
Time limit: 1 second  
Memory limit: 512 mebibytes

Computational geometry is the key to modern programming contests. However, it is always hard to construct a good test case for a geometry problem, like the problem I in EC Final 2019.

On [riadwaw](#) → [OpenCup. GP of Xi'An](#), 2 weeks ago

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aid

I love geometry! :)

Время отправки	ID	Задача	Компилятор	Вердикт	Тип отправки	Время	Память	Тест	Баллы
27 дек 2019, 10:11:25	29301434	I	GNU c++17 7.3	WA	-	25ms	4.88Mb	206	-

In order to manage the key to the test case preparation, you need to find three points  $A, B, C$  on a unit sphere such that  $\min(|AB|, |AC|, |BC|) \geq 1.7$  and the distance from the origin point  $(0, 0, 0)$  to the plane  $ABC$  is no more than  $1.5 \times 10^{-19}$  but greater than 0.

### Input

There is no input for this problem.

### Output

Output three lines.

Each line contains three integers  $x_i, y_i, z_i$  ( $-10^6 \leq x_i, y_i, z_i \leq 10^6$ ,  $x^2 + y^2 + z^2 \neq 0$ ) representing the point  $(\frac{x}{\sqrt{x^2+y^2+z^2}}, \frac{y}{\sqrt{x^2+y^2+z^2}}, \frac{z}{\sqrt{x^2+y^2+z^2}})$ .

Even while the checker is numerically stable, it is not done in the exact arithmetic. You might get wrong answer if your solution is too close to the constraints. For example, if the distance between  $A$  and  $B$  is  $1.7 + 10^{-9}$ , it might cause some trouble.

### Example

standard input	standard output
(no input)	1 2 3 4 5 6 -1000000 -1000000 -1000000

### Note

Note that the sample output is incorrect.