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The Virtual Learning Environment for Computer Programming

### Statues

Michelangelo wants to bring some order to his tool shed and decides to order his statues by size. Each statue approximates a cuboid (the 3D equivalent of a rectangle) described by the dimension of each side. The size of a statue is equal to the volume of the corresponding cuboid.

### Input

The input consists of several test cases. Each test case consists of a number *N* of statues such that  $2 \le N \le 1000$ , followed by *N* lines describing the statues. Each statue is described as *id*, *x*, *y*, *z* where *id* is an integer identifier and (x, y, z) is the dimensions of the cuboid, satisfying  $1 \le x, y, z \le 1000$ .

## Output

For each test case, output the identifiers of the statues in order of increasing size. In case the size is equal, print the identifiers in increasing order. Print a blank line between each test case.

| Sample input 1                      | Sample output 1 |
|-------------------------------------|-----------------|
| 3<br>1 1 2 3<br>2 3 2 1<br>3 1 1 2  | 3<br>1<br>2     |
| Sample input 2                      | Sample output 2 |
|                                     |                 |
| 3                                   | 12              |
| 4 2 4 6                             | 4               |
|                                     |                 |
| 4 2 4 6<br>8 5 4 3                  | 4               |
| 4 2 4 6<br>8 5 4 3<br>12 7 4 1      | 4<br>8          |
| 4 2 4 6<br>8 5 4 3<br>12 7 4 1<br>3 | 4<br>8<br>100   |

#### **Problem information**

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