```c
/// Soccer League: Com Pro 1 Final Exam 2556-2
#include <stdio.h>
#include <limits.h>

struct {
    char name[51];
    int score;
    int goalFor;
    int goalAgainst;
    int goalDiff;
} typedef TEAM;

void main() {
    int K;
    scanf("%d", &K);
    TEAM T[K + 1];

    char temp[10];
    gets(temp);

    for(int i = 1; i <= K; ++i) {
        gets(T[i].name);
        T[i].score = 0;
        T[i].goalFor = 0;
        T[i].goalAgainst = 0;
        T[i].goalDiff = 0;
    }

    for(int i = 0; i < K * (K - 1); ++i) {
        int A, B, C, D;
        scanf("%d %d %d %d", &A, &B, &C, &D);
        T[A].goalFor += C;
        T[A].goalAgainst += D;
        T[A].goalDiff += C - D;
        T[B].goalFor += D;
        T[B].goalAgainst += C;
        T[B].goalDiff += D - C;

        if(C == D) {
            T[A].score += 1;
            T[B].score += 1;
        } else if(C > D) {
            T[A].score += 3;
        } else {
            T[B].score += 3;
        }
    }

    int maxScore = INT_MIN;
    int maxGoal = INT_MIN;
    int maxDiff = INT_MIN;
    for(int i = 1; i <= K; ++i) {
        if(T[i].score > maxScore)
            maxScore = T[i].score;

        if(T[i].goalFor > maxGoal)
            maxGoal = T[i].goalFor;

        if(T[i].goalDiff > maxDiff)
            maxDiff = T[i].goalDiff;
    }

    for(int i = 1; i <= K; ++i) {
        if(T[i].score == maxScore)
            printf("%s\n", T[i].name);
    }
```

```c
67        for(int i = 1; i <= K; ++i) {
68            if(T[i].goalFor == maxGoal)
69                printf("%s\n", T[i].name);
70        }
71        for(int i = 1; i <= K; ++i) {
72            if(T[i].goalDiff == maxDiff)
73                printf("%s\n", T[i].name);
74        }
75    }
```