

```
1  #include <stdio.h>
2
3  void main() {
4      int x, h, m;
5      scanf("%d %d %d", &x, &h, &m);
6      double distance = (x * h) + (x * m / 60.0);
7      if(distance < 0)
8          printf("%.1f\nreverse", -distance);
9      else
10         printf("%.1f", distance);
11 }
```