

```

1 #include <stdio.h>
2
3 void main() {
4     int score1 = 0;
5     int score2 = 0;
6     int score3 = 0;
7
8     int goal_for1 = 0;
9     int goal_for2 = 0;
10    int goal_for3 = 0;
11
12    int goal_against1 = 0;
13    int goal_against2 = 0;
14    int goal_against3 = 0;
15
16    for(int i = 0; i < 6; ++i) {
17        int h, a, g1, g2;
18        scanf("%d %d %d %d", &h, &a, &g1, &g2);
19        if(h == 1) {
20            goal_for1 += g1;
21            goal_against1 += g2;
22        } else if(h == 2) {
23            goal_for2 += g1;
24            goal_against2 += g2;
25        } else if(h == 3) {
26            goal_for3 += g1;
27            goal_against3 += g2;
28        }
29
30        if(a == 1) {
31            goal_for1 += g2;
32            goal_against1 += g1;
33        } else if(a == 2) {
34            goal_for2 += g2;
35            goal_against2 += g1;
36        } else if(a == 3) {
37            goal_for3 += g2;
38            goal_against3 += g1;
39        }
40
41        if(g1 > g2) {
42            if(h == 1) {
43                score1 += 3;
44            } else if(h == 2) {
45                score2 += 3;
46            } else if(h == 3) {
47                score3 += 3;
48            }
49        } else if(g1 == g2) {
50            if(h == 1) {
51                score1 += 1;
52            } else if(h == 2) {
53                score2 += 1;
54            } else if(h == 3) {
55                score3 += 1;
56            }
57
58            if(a == 1) {
59                score1 += 1;
60            } else if(a == 2) {
61                score2 += 1;
62            } else if(a == 3) {
63                score3 += 1;
64            }
65        } else if(g2 > g1) {
66            if(a == 1) {

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67             score1 += 3;
68         } else if(a == 2) {
69             score2 += 3;
70         } else if(a == 3) {
71             score3 += 3;
72         }
73     }
74
75 }
76
77 printf("%d %d %d\n", score1, goal_for1, goal_against1);
78 printf("%d %d %d\n", score2, goal_for2, goal_against2);
79 printf("%d %d %d", score3, goal_for3, goal_against3);
80 }
```