## The Rolling Ball

A solid spherical ball of radius **R** rolls without slipping on the inside surface of a fixed cone, whose tip points downward. The half-angle at the vertex of the cone is **u**. Initial conditions have been set up so that the ball travels around the cone in a horizontal circle of radius **I>R**, with the points on the ball that touch the cone tracing out a circle on the ball.

Determine the radius of the circle of these contact points, if you want the sphere to travel around the cone as fast as possible.

## Input

Each line of input has integers  $\mathbf{I}$  (R < I <= 1000000)  $\mathbf{R}$  (0 < R <= 1000) and  $\mathbf{u}$  (0 < u < 90) given in degrees.

## **Output**

For each line of input, output the radius of the circle of the contact points, round to integer.

## **Example**

Input:

220000 100 29

**Output:** 

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