uses Crt;

var Min, Sek, Rez1, Rez2, Rez3, Max : integer;

begin

ClrScr;

Write ('Minute 1 = '); ReadLn (Min);

Write ('Secunde 1 = '); ReadLn (Sek);

Rez1:=Min\*60+Sek;

Write ('Minute 2 = '); ReadLn (Min);

Write ('Secunde 2 = '); ReadLn (Sek);

Rez2:=Min\*60+Sek;

Write ('Minute 3 = '); ReadLn (Min);

Write ('Secunde 3 = '); ReadLn (Sek);

Rez3:=Min\*60+Sek;

if (Rez1>=Rez2) and (Rez1>=Rez3) then WriteLn('Best 1');

if (Rez2>=Rez1) and (Rez2>=Rez3) then WriteLn('Best 2');

if (Rez3>=Rez1) and (Rez3>=Rez2) then WriteLn('Best 3');

ReadLn;

end.