

```
#include <iostream>
#include <stdio.h>
#include <math.h>
#include <stdlib.h>
using namespace std;

int main()
{
    float T, H1, M1, S1, H2, M2, S2;

    scanf_s("%f", &T);
    scanf_s("%f", &H1);
    scanf_s("%f", &M1);
    scanf_s("%f", &S1);
    scanf_s("%f", &H2);
    scanf_s("%f", &M2);
    scanf_s("%f", &S2);

    T = T * 60;
    M1 = M1 * 60;
    M2 = M2 * 60;
    H1 = H1 * 3600;
    H2 = H2 * 3600;

    float uk1 = S1 + M1 + H1;
    float uk2 = S2 + M2 + H2;
    float uk = uk2 - uk1;
```

```
float rez = uk - T;
```

```
int H3 = rez / 3600;
```

```
int M3 = (int(rez) % 3600) / 60;
```

```
int S3 = (int(rez) % 3600) % 60;
```

```
printf("Film traje %0.2f", rez);
```

```
printf("Film traje: %d h %d min %d sek", H3, M3, S3);
```

```
}
```