```c
#include <stdio.h>
int main(){
    int n;
    scanf("%d",&n);
    for (int i=0;i<n;i++){
        int length,width,hei
        scanf("%d %d %d",&le

        if(height < 41){
            int volume=lengt
            printf("%d\n",vo
        }
    }
}
```

	Input	Expected	Got	
✓	4 5 5 5 1 2 40 10 5 41 7 2 42	125 80	125 80	✓

Passed all tests! ✓

Answer: (penalty regime: 0 %)

```
#include <stdio.h>
#include <math.h>
#include <stdlib.h>
typedef struct {
    double area;
    int a,b,c;
}Triangle;

double calculate_area(int a,
    double p=(a+b+c)/2.0;
    return sqrt(p*(p-a)*(p-b
}
int compare(const void*x,con
    Triangle *t1=(Triangle *
    Triangle *t2=(Triangle *
    if (t1->area < t2->area)
    if (t1->area > t2->area)
    return 0;
}
int main(){
    int n;
    scanf("%d",&n);
    Triangle triangles[n];

    for (int i=0; i<n;i++){
        int a,b,c;
        scanf("%d %d %d",&a,

        triangles[i].a = a;
        triangles[i].b = b;
        triangles[i].c = c;
        triangles[i].area =
    }

    qsort(triangles, n, siz
```

```
22      scanf("%d",&n);
23      Triangle triangles[n];
24
25      for (int i=0; i<n;i++){
26          int a,b,c;
27          scanf("%d %d %d",&a,
28
29          triangles[i].a = a;
30          triangles[i].b = b;
31          triangles[i].c = c;
32          triangles[i].area =
33      }
34
35      qsort(triangles, n, size
36
37      for(int i=0;i<n;i++){
38          printf("%d %d %d\n",
39      }
40      return 0;
41  }
42
```

	Input	Expected	Got	
✓	3 7 24 25 5 12 13 3 4 5	3 4 5 5 12 13 7 24 25	3 4 5 5 12 13 7 24 25	✓

Passed all tests! ✓