

Answer: (penalty regime: 0 %)

```
1 #include<stdio.h>
2 int main()
3 {
4     int a;
5     scanf("%d",&a);
6     if(a==3)
7     {
8         printf("Triangle");
9     }
10    if(a==4)
11    {
12        printf("Rectangle");
13    }
14    if(a==5)
15    {
16        printf("Pentagon");
17    }
18    if(a==6)
19    {
20        printf("Hexagon");
21    }
22    if(a==7)
23    {
24        printf("Heptagon");
25    }
26    if(a==8)
27    {
28        printf("Octagon");
29    }
30    if(a==9)
31    {
32        printf("Nonagon");
33    }
34    if(a==10)
35    {
36        printf("Decagon");
37    }
38    if(a<3||a>10)
39    {
40        printf("The number of sides is no
41    }
42    return 0;
43 }
```

	Input	Expected
✓	3	Triangle
✓	7	Heptagon
✓	11	The number of sides is not supported.

Passed all tests! ✓

Answer: (penalty regime: 0 %)

```
1 #include<stdio.h>
2 int main()
3 {
4     int a;
5     scanf("%d",&a);
6     if((a-2000)%12==0)
7     {
8         printf("Dragon");
9     }
10    if((a-2001)%12==0)
11    {
12        printf("Snake");
13    }
14    if((a-2002)%12==0)
15    {
16        printf("Horse");
17    }
18    if((a-2003)%12==0)
19    {
20        printf("Sheep");
21    }
22    if((a-2004)%12==0)
23    {
24        printf("Monkey");
25    }
26    if((a-2005)%12==0)
27    {
28        printf("Rooster");
29    }
30    if((a-2006)%12==0)
31    {
32        printf("Dog");
33    }
34    if((a-2007)%12==0)
35    {
36        printf("Pig");
37    }
38    if((a-2008)%12==0)
39    {
40        printf("Rat");
41    }
42    if((a-2009)%12==0)
43    {
44        printf("Ox");
45    }
46    if((a-2010)%12==0)
47    {
48        printf("Tiger");
49    }
50    if((a-2011)%12==0)
51    {
52        printf("Hare");
```

	Input	Expected	Got	
✓	2004	Monkey	Monkey	✓
✓	2010	Tiger	Tiger	✓

Passed all tests! ✓

Answer: (penalty regime: 0 %)

```
1 #include<stdio.h>
2 int main()
3 {
4     char letter;
5     int number,ascii;
6     scanf("%c %d",&letter,&number);
7     ascii=letter-0;
8     if(ascii%2==0)
9     {
10         if(number%2==0)
11         {
12             printf("The square is black.")
13         }
14         else
15         {
16             printf("The square is white.")
17         }
18     }
19     if(ascii%2!=0)
20     {
21         if(number%2!=0)
22         {
23             printf("The square is black.")
24         }
25         else
26         {
27             printf("The square is white.")
28         }
29     }
30     return 0;
31 }
```

	Input	Expected	Got
✓	a 1	The square is black.	The square is bl
✓	d 5	The square is white.	The square is wh

Passed all tests! ✓

Finish review