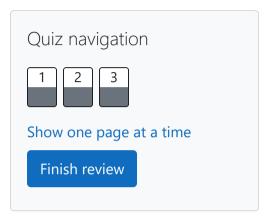
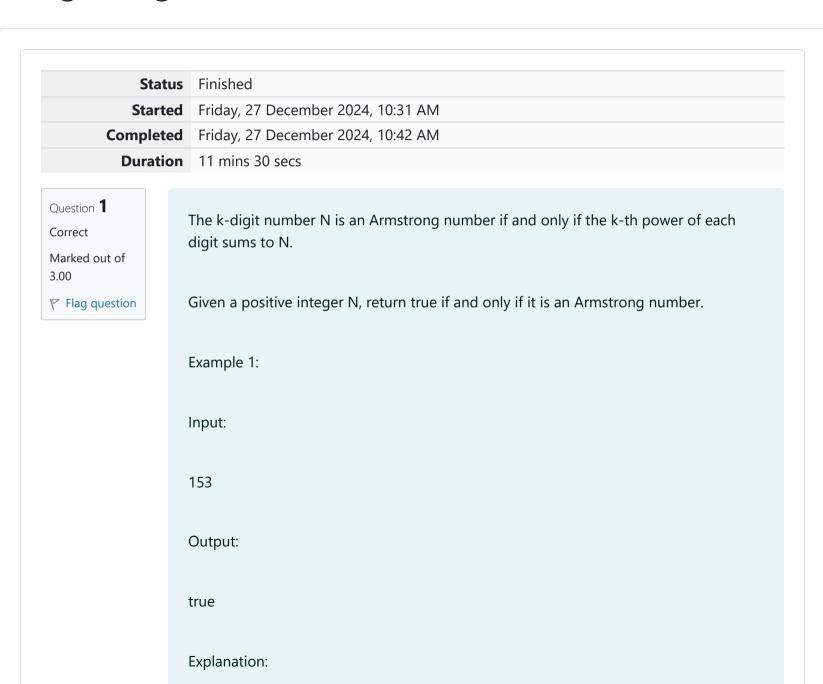
GE23131-Programming Using C-2024





	Example 2:	
	Input:	
	123	
	Output:	
	false	
	Explanation:	
	123 is a 3-digit number, and 123 != 1^3 + 2^3 + 3^3 = 36.	
	Example 3:	
	Input:	
	1634	
	Output:	
	true	

```
1 <= N <= 10^8
Answer: (penalty regime: 0 %)
   1 #include <stdio.h>
      #include <math.h>
   2
   3 v int main(){
           int n;
    4
           scanf("%d",&n);
    5
           int x=0,n2=n;
   7 🔻
           while (n2!=0){
    8
               x++;
    9
               n2 = n2/10;
  10
           int sum = 0;
  11
           int n3=n,n4;
  12
  13 🔻
           while (n3!=0){
               n4=n3%10;
   14
  15
               sum = sum + pow(n4,x);
               n3 = n3/10;
  16
  17
           if (n==sum){
  18 🔻
               printf("true");
  19
   20
   21 🔻
           else {
               printf("false");
   22
   23
   24
           return 0;
  25 }
```

	Input	Expected	Got	
~	153	true	true	~

Passed all tests! <

Question **2**

Correct

Marked out of 5.00

Flag question

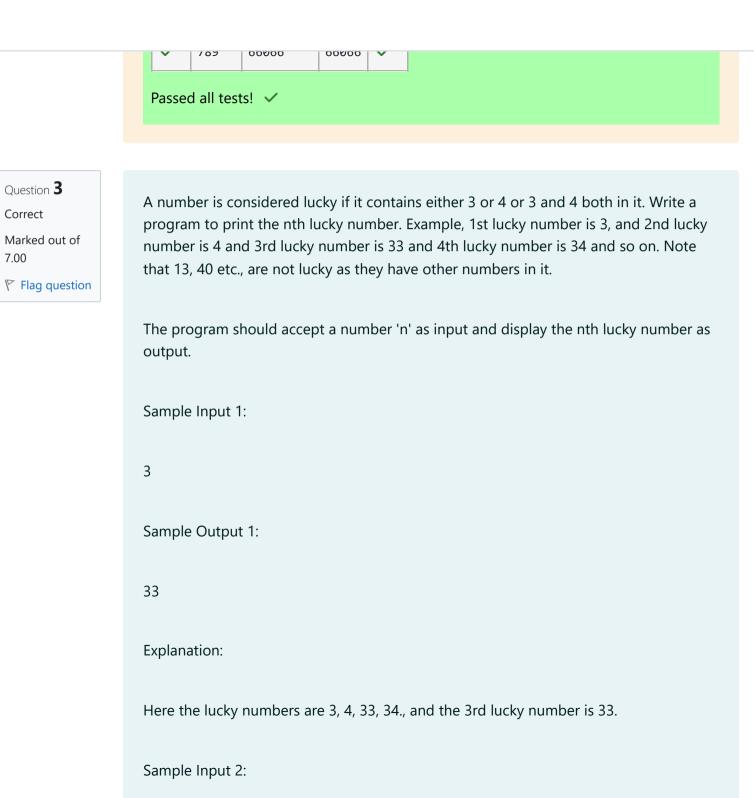
Answer: (penalty regime: 0 %)

```
#include <stdio.h>
 2 ▼
    int main(){
        int rn,n,nt=0,i=0;
 3
        scanf("%d",&n);
 4
 5 🔻
        do {
            nt = n; rn = 0;
            while (n!=0){
 7 🔻
                 rn = rn*10 + n%10;
 9
                 n/=10;
10
            n = nt+rn;
11
12
            i++;
13
        while (rn!=nt||i==1);
14
        printf("%d",rn);
15
16
        return 0;
17
```

Input Expected Got

Correct

7.00



Sample Output 2:

33344

Answer: (penalty regime: 0 %)

```
1 #include <stdio.h>
2 v int main(){
        int n=1,i=0,nt,co=0,e;
 3
        scanf("%d",&e);
        while(i<e){</pre>
            nt=n;
7 🔻
            while (nt!=0){
                co=0;
 8
 9 ,
                if (nt%10!=3 && nt%10!=4){
10
                    co =1;
                     break;
11
12
13
                nt = nt/10;
14
15 ▼
            if (co==0){
16
                i++;
17
18
            n++;
19
20
        printf("%d",--n);
21
        return 0;
22 }
```

