

REC-CIS

Flag question

Answer: (penalty regime: 0 %)

```
1 #include<stdio.h>
2 int main()
3 {
4     int a,b;
5     scanf("%d%d",&a,&b);
6     int c=a%10;
7     int d=b%10;
8     if (c==d)
9         (printf("true"));
10    else
11        printf("false");
12    return 0;
13 }
```

	Input	Expected	Got	
✓	25 53	false	false	✓

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```
1 #include<stdio.h>
2 int main()
3 {
4     int n;
5     scanf("%d",&n);
6     if(n%2==0)
7     {printf("Not Weird");}
8     else
9     {printf("Weird");}
10    return 0;
11 }
12
```

	Input	Expected	Got	
✓	3	Weird	Weird	✓
✓	24	Not Weird	Not Weird	✓

REC-CIS

Answer: (penalty regime: 0 %)

```
1 #include<stdio.h>
2 int main()
3 {
4     int a,b,c;
5     scanf("%d%d%d",&a,&b,&c);
6     if (c*c==a*a+b*b )
7         printf("yes");
8     else if (a*a==b*b+c*c)
9         printf("yes");
10    else if (b*b==c*c+a*a)
11        printf("yes");
12    else
13        printf("no");
14    return 0;
15 }
```

Input	Expected	Got

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```
5 scanf("%d",&x);
6 if (x==3)
7     printf("Triangle");
8 else if (x==4)
9     printf("Quadrilateral");
10 else if (x==5)
11     printf("Pentagon");
12 else if (x==6)
13     printf("Hexagon");
14 else if (x==7)
15     printf("Heptagon");
16 else if (x==8)
17     printf("Octagon");
18 else if (x==9)
19     printf("Nonagon");
20 else if (x==10)
21     printf("Decagon");
22
23 else
24     printf("The number of sides is not supported.");
25
26 return 0;
27 }
```

	Input	Expected	Got	
✓	3	Triangle	Triangle	✓

REC-CIS

Answer: (penalty regime: 0 %)

```
1 #include<stdio.h>
2 int main()
3 {
4     int a;
5     const char*animals[]={
6         "Dragon","Snake","Horse","Sheep","Monkey","Rooster","Dog","Pig","Rat","Ox","Tiger"
7     };
8     scanf("%d",&a);
9     int index=(a-2000)%12;
10    if(index<0)
11    {
12        index=12;
13    }
14    printf("%s\n",animals[index]);
15    return 0;
16 }
```

	Input	Expected	Got	
✓	2004	Monkey	Monkey	✓

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```
1 #include<stdio.h>
2 int main()
3 {
4     char ch;
5     int n;
6     scanf("%c %d",&ch,&n);
7     if ((ch=='a' && n%2!=0) || (ch=='c' && n%2==0) || (ch=='e' && n%2==0) || (ch=='g'
8     {
9         printf("The square is black.");
10    }
11    else if ((ch=='b' && n%2!=0)|| (ch=='d' && n%2!=0) || (ch=='f' && n%2!=0) || (ch=='h'
12    {
13        printf("The square is white.");
14    }
15    else
16    {
17        printf("The square is black.");
18    }
19    return 0;
20 }
```

	Input	Expected	Got	
✓	a 1	The square is black.	The square is black.	✓

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```
35 case 7:
36 printf("%d",31+feb+31+30+31+30+d);
37 break;
38
39 case 8:
40 printf("%d",31+feb+31+30+31+30+31+d);
41 break;
42
43 case 9:
44 printf("%d",31+feb+31+30+31+30+31+30+d);
45 break;
46
47 case 10:
48 printf("%d",31+feb+31+30+31+30+31+30+31+d);
49 break;
50
51 case 11:
52 printf("%d",31+feb+31+30+31+30+31+30+31+30+d);
```

	Input	Expected	Got	
✓	18 6 2020	170	170	✓

Passed all tests! ✓

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```
6
7 scanf("%c",&c);
8 scanf("%d%d",&a,&b);
9
10 switch(c)
11 {
12     case 'R' :
13         printf("%d",a*b);
14         break;
15
16     case 'S':
17         printf("%f",0.5*a*b);
18         break;
19
20     case 'T':
21         printf("%d",a*b);|
22         break;
23
24     default :
25         printf("0");
26
27 }
28 return 0;
29 }
```

Input	Expected	Got
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1

1

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```
34  
35  
36     case 6:  
37         printf("Friday");  
38         break;  
39  
40     case 7:  
41         printf("Saturday");  
42         break;  
43  
44     case 8:  
45         printf("Kryptonday");  
46         break;  
47  
48     case 9:  
49         printf("Coluday");  
50         break;  
51  
52     case 10:  
53         printf("Daxamday");
```

	Input	Expected	Got	
✓	7	Kryptonday	Kryptonday	✓
✓	1	Monday	Monday	✓

Passed all tests! ✓