#include<stdio.h>

#include<string.h>

int main(){

    char lion[]="lion";

    char goat[]="goat";

    char carrot[]="carrot";

    int i=0;

    while (i==0){

        char choose[20];

        printf("enter your choice (lion\*\*goat\*\*carrot):");

        scanf("%s",&choose);

        if(strcmp(lion,choose)==0){

            printf("\ngoat will eat the carrot\n");

        }

        else if(strcmp(carrot,choose)==0){

            printf("\nlion will eat the goat\n");

        }

        else{

            printf("\nnice,now bring the lion and carrot\n");

            i=1;

        }

    }

    while(i==1){

        printf("\n\n\n\*\*\*\*now you have lion and carrot\*\*\*\*\n\n\n");

        char choose[20];

        printf("\nenter your choice(lion\*\*carrot):");

        scanf("%s",&choose);

        if(strcmp(lion,choose)==0){

            printf("\nlion will eat the goat when you will leave !!be carefull\n");

            char choose[20];

            printf("\nenter what you want to take with you(goat or lion):");

            scanf("%s",&choose);

            if(strcmp(goat,choose)==0){

                printf("\n\n\*\*\*nice now you have to take goat or carrot\*\*\*\n\n");

                char choose[20];

                printf("\nenter what you want to take with you(goat or carrot):");

                scanf("%s",&choose);

                if(strcmp(carrot,choose)==0){

                    printf("\nwell done ! only goat is left");

                    i=2;

                }

                else{

                    printf("\nlion will eat the goat.No can't do this");

                }

            }

            else{

                printf("\nno point of taking lion back\n");

            }

        }

        else if(strcmp(carrot,choose)==0){

            printf("\ngoat will eat the carrot when you will leave !!be carefull\n");

            char choose[20];

            printf("\nenter what you want to take with you(goat or carrot):");

            scanf("%s",&choose);

            if(strcmp(goat,choose)==0){

                printf("\n\n\*\*\*nice now you have to take goat or the lion\*\*\*\n\n");

                char choose[20];

                printf("\nenter what you want to take with you(goat or lion):");

                scanf("%s",&choose);

                if(strcmp(lion,choose)==0){

                    printf("\nwell done ! only goat is left");

                    i=2;

                }

                else{

                    printf("\ngoat will eat the carrot.No can't do this");

                }

            }

            else{

                printf("\nno point of taking carrot back\n");

            }

        }

    }

    while(i==2){

        char choose[20];

        printf("\nonly goat is left enter goat to take it:");

        scanf("%s",&choose);

        if(strcmp(goat,choose)==0){

            printf("\n\nyou have succesfully transported lion,goat,carrot without loss");

            printf("\n\n\*\*\*problem completed\*\*\*\*\n\n");

            break;

        }

        else{

            printf("\nonly goat is left ! enter correctly");

        }

    }

    return 0;

}