GE23131-Programming Using C-2024

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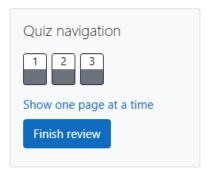|	
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Question 1

Correct

Marked out of 3.00

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Write a program to read two integer values and print true if both the numbers end with the same digit, otherwise print false. Example: If 698 and 768 are given, program should print true as they both end with 8. Sample Input 1 25 53 Sample Output 1 false Sample Input 2 27 77 Sample Output 2 true

Answer: (penalty regime: 0 %)

```c
#include<stdio.h>
int main()
{
    int a,b,c,d;
    scanf("%d %d",&a , &b);
    c = a%10;
    d = b%10;
    if (c==d)
    {
        printf("true");
    }
    else
    {
        printf("false");
    }
    return 0;
}
```

	Input	Expected	Got

✓	25 53	false	false	✓
✓	27 77	true	true	✓

Passed all tests! ✓

Objective

In this challenge, we're getting started with conditional statements.

Task

Given an integer, *n*, perform the following conditional actions:

- If *n* is odd, print Weird
- If *n* is even and in the inclusive range of *2* to *5*, print **Not Weird**
- If *n* is even and in the inclusive range of *6* to *20*, print **Weird**
- If *n* is even and greater than *20*, print **Not Weird**

Complete the stub code provided in your editor to print whether or not *n* is weird.

Input Format

A single line containing a positive integer, *n*.

Constraints

- $1 \le n \le 100$

Output Format

Print Weird if the number is weird; otherwise, print Not Weird.

Sample Input 0

3

Sample Output 0

Weird

Sample Input 1

24

Sample Output 1

Not Weird

Explanation

Sample Case 0: *n* = **3**
n is odd and odd numbers are weird, so we print **Weird**.

Sample Case 1: *n* = **24**
n > **20** and *n* is even, so it isn't weird. Thus, we print **Not Weird**.

Answer: (penalty regime: 0 %)

```c
#include<stdio.h>
int main()
{
    int a;
    scanf("%d", &a);
    if(a % 2 != 0)
```

```
 7 ▾        {
 8              printf("Weird");
 9         }
10         else if((a % 2 == 0) && (a >= 2) && (a <= 5))
11 ▾        {
12          | printf("Not Weird");
13         }
14         else if((a % 2 == 0) && (a >= 6) && (a <= 20))
15 ▾        {
16              printf("Weird");
17         }
18         else if((a % 2 == 0) && (a > 20))
19 ▾        {
20              printf("Not Weird");
21         }
22         return 0;
23 }
```

	Input	Expected	Got	
✔	3	Weird	Weird	✔
✔	24	Not Weird	Not Weird	✔

Passed all tests! ✔

Three numbers form a Pythagorean triple if the sum of squares of two numbers is equal to the square of the third. For example, 3, 5 and 4 form a Pythagorean triple, since 3*3 + 4*4 = 25 = 5*5 You are given three integers, a, b, and c. They need not be given in increasing order. If they form a Pythagorean triple, then print "yes", otherwise, print "no". Please note that the output message is in small letters. Sample Input 1 3 5 4 Sample Output 1 yes Sample Input 2 5 8 2 Sample Output 2 no

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((a*a==b*b+c*c)||(c*c==a*a+b*b)||(b*b==a*a+c*c))
 7       printf("yes");
 8       else
 9       printf("no");
10       return 0;
```

```
11  }
```

	Input	Expected	Got	
✔	3 5 4	yes	yes	✔
✔	5 8 2	no	no	✔

Passed all tests! ✔

Finish review