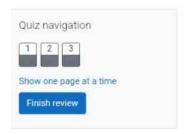
## GE23131-Programming Using C-2024





Question 2
Correct
Marked out of 5,00
F Flag

Suppandi is trying to take part in the local village math quiz. In the first round, he is asked about shapes and areas. Suppandi, is confused, he was never any good at math. And also, he is bad at remembering the names of shapes. Instead, you will be helping him calculate the area of shapes.

- When he says rectangle he is actually referring to a square.
- · When he says square, he is actually referring to a triangle.
- When he says triangle he is referring to a rectangle
- And when he is confused, he just says something random. At this point, all you can do is say 0.

Help Suppandi by printing the correct answer in an integer.

## Input Format

- Name of shape (always in upper case R à Rectangle, S à Square, T à Triangle)
- Length of 1 side
- Length of other side

Note: In case of triangle, you can consider the sides as height and length of base

## Output Format

Print the area of the shape.

Sample Input 1

T

10

20

Sample Output 1

200

Sample Input 2

S

30

40

Sample Output 2

600

Sample Input 3

R

10

10

Sample Output 3

100

Sample Input 4

```
Sample Input 4
G
8
Sample Output 4
Sample Input
C
9
10
Sample Output 4
Explanation:
First is output of area of rectangle
    Then, output of area of triangle
Then output of area square
· Finally, something random, so we print 0
Answer: (penalty regime: 0 %)
   1 |#include<stdio.h>
   2 int main()
3 + {
4 int ler
              int lengh, hight;
            int area;

char shapeX = 'a';

scanf("%c %d %d", &shapeX,&lengh,&hig

switch(shapeX){
    5
6
7
```

```
Input Expected Got
     10
     20
    S
           600
                   600
     30
     40
     В.
                   0
     1.1
     R
           300
                   300
     10
     30
    5
           1000
                    1000 🗸
    40
     50
Passed all tests! ✓
```

3

Question 3
Correct
Marked out of 7.00
Filag

Superman is planning a journey to his home planet. It is very important for him to know which day he arrives there. They don't follow the 7-day week like us. Instead, they follow a 10-day week with the following days: Day Number Name of Day 1 Sunday 2 Monday 3 Tuesday 4 Wednesday 5 Thursday 6 Friday 7 Saturday 8 Kryptonday 9 Coluday 10 Daxamday Here are the rules of the calendar: • The calendar starts with Sunday always. • It has only 296 days. After the 296th day, it goes back to Sunday. You begin your journey on a Sunday and will reach after n. You have to tell on which day you will arrive when you reach there.

Input format:

Contain a number n (0 < n)

Output format: Print the name of the day you are arriving on

Example Input

7

Example Output

Kryptonday

Example Input

1

Example Output Monday

Answer: (penalty regime: 0 %)

```
1 #include <stdio.h>
     int main()
{
 2
          int n, day;
         scanf("%d",&n);
if (n<296)
day = n;
else
10
           day=n-296;
11
12
           day%=10;
day=day+1;
day%=10;
13
14
15
16
           switch (day)
                case 1:
                printf ("Sunday");
18
                break;
19
20
                printf ("Monday");
break;
21
22
                case 3:
23
24
                printf ("Tuesday");
                break;
case 4:
25
26
                printf("Wednesday");
                break;
case 5:
27
28
29
                printf("Thursday");
30
                break;
case 6:
31
32
                printf("Friday");
                break;
case 7:
33
34
35
                printf("Saturday");
36
                break;
37
38
                printf("Kryptonday");
39
                break;
40
                case 9:
                printf("Coluday");
41
42
                break;
43
                case 10:
44
                printf("Daxamday");
45
                break;
46
47
           return 0;
48
     }
49
```

	Input	Expected	Got	
~	7	Kryptonday	Kryptonday	~
1	1	Monday	Monday	1

Finish review