GE23131-Programming Using C-2024

Quiz navigation

Ouestion 1

Y Flag question

Correct

Status Finished

Started Tuesday, 14 January 2025, 4:04 PM Completed Tuesday, 14 January 2025, 4:24 PM

Duration 19 mins 53 secs

Show one page at a time

First review

width and height You are transporting some boxes through a tunnel, where each box is a parallelepiped, and is characterized by its length,

only if its height is strictly less than the tunnel's height. Find the volume of each box that can be successfully transported to the other end of the tunnel. Note: Boxes cannot be rotated The height of the tunnel 41 feet and the width can be assumed to be infinite. A box can be carried through the tunnel

Input Format

The first line contains a single integer n, denoting the number of boxes

width and height in feet of the I-th box n lines follow with three integers on each separated by single spaces - length, width, and height, which are length,

to the other end of the tunnel. Note: Boxes cannot be rotated. only if its height is strictly less than the tunnel's height. Find the volume of each box that can be successfully transported The height of the tunnel 41 feet and the width can be assumed to be infinite. A box can be carried through the tunnel

riput Format

The first line contains a single integer n, denoting the number of boxes.

n lines follow with three integers on each separated by single spaces - length, width, and height, which are length, width and height in feet of the I-th box.

Constraints

1 ≤ n ≤ 100

57

1 ≤ length, width, height, ≤ 100

Output Format

For every box from the input which has a height lesser than 41 feet, print its volume in a separate line.

Sample Input 0

Explanation 0

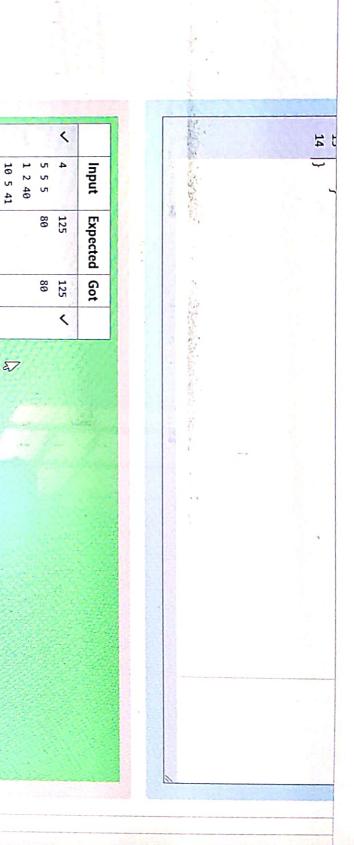
The first box is really low, only 5 feet tall, so it can pass through the tunnel and its volume is $5 \times 5 \times 5 = 125$.

The second box is sufficiently low, its volume is $1 \times 2 \times 4 = 80$.

The third box is exactly 41 feet tall, so it cannot pass. The same can be said about the fourth box.

Answer: (penalty regime: 0 %)

```
10
                                                                                                                                                                                                           1 #include<Stdio.h>
                                                                                                                                                                                      2 • int main(){
                                                                                                  scanf("%d",&n);
for(int i=0;i<n;i++){
  int length,width,height;</pre>
                                                                                                                                                                  int n;
                                        if(height<41){
                                                                                  scanf("%d %d %d",&length,&width,&height);
int volume=length*width*height;
printf("%d\n",volume);
```



Question 2
Correct

Passed all tests! V

⟨ Flag question

the smallest one to the largest one. It is guaranteed that all the areas are different. You are given n triangles, specifically, their sides a_i , b_i and c_i . Print them in the same style but sorted by their areas from

The hest way to calculate a volume of the triangle with sides a, b and c is Heron's formula:

Question 2

Y Flag question

You are given n triangles, specifically, their sides a_i , b_i and c_i . Print them in the same style but sorted by their areas from the smallest one to the largest one. It is guaranteed that all the areas are different.

The best way to calculate a volume of the triangle with sides a, b and c is Heron's formula:

 $S = \tilde{O} p * (p-a) * (p-b) * (p-c)$ where p = (a+b+c)/2.

Input Format

First line of each test file contains a single integer n, n lines follow with a_l , b_l and c_l on each separated by single spaces.

Constraints

2

1 & n & 100

1 5 a, b, c, 5 70

 $a_1 + b_1 \ge c_b a_1 + c_1 \ge b_1$ and $b_1 + c_1 \ge a_1$

Output Format

Output Format

triangle. Print exactly n lines. On each line print 3 integers separated by single spaces, which are a_i , b_i and c_i of the corresponding

Sample Input 0

7 24 25

5 12 13

345

Sample Output 0

7 24 25

Explanation 0

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sorted order is the reverse one. The square of the first triangle is 84. The square of the second triangle is 30. The square of the third triangle is 6. So the

Answer: (penalty regime: 0 %)

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                                                                                                                                                                                                                                                                                           10
                                                                                                                                                                                                                                                                                                            9 double calculate_area(int a, int b, int c){
                                                                                                                                                                                                                                                                                                                                                                                                                  3 #include<stdlib.h>
                                                                                                                                                                                                                                                                                                                                                                                                                                   2 #include<math.h>
                                                                                                                                                                                                                                                                                                                                                                                                                                                   1 | rinclude<stdio.h>
                                                                                                                                                                                                                                                                                                                                                                                                4 typedef struct{
                                                                                                               int main(){
                                                                                                                                                                                                                                     int compare(const void*x,const void*y){
                                                                                                                                                                                                                                                                                                                                            }Triangle;
                                                                           scanf("%d",&n);
                         for(int i=0;i<n;i++){
                                                                                                int n;
                                                                                                                                                   return 0;
                                                                                                                                                                                                                                                                                                                                                                               double area;
                                                                                                                                                                                                                                                                       return sqrt(p*(p-a)*(p-b)*(p-c));
                                                                                                                                                                                                                                                                                                                                                             int a,b,c;
                                                             Triangle triangles[n];
                                                                                                                                                                  if(t1->area> t2->area) return 1;
                                                                                                                                                                                                                    Triangle *t1=(Triangle*)x;
                                                                                                                                                                                                                                                                                         double p=(a+b+c)/2.0;
                                                                                                                                                                                    if(t1->area< t2->area) return-1;
                                                                                                                                                                                                    Triangle *t2=(Triangle*)y;
           int a,b,c;
Cranfluy 1 8/4 80 84 8c1.
```

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                                                     20 v int main(){
                                                                                                                                                                                                                                                                                                                                                                     15
                                                                                                                                                                                                                                                                                                                                                                                                                 int compare(const void*x, const void*y){
                                                                                                                                                                                                                                                                                                                                                                                                                                                                             חמממזר במזכחזמכר חו בחל זוור חל זוור הל זוור בלן
                                                                                                                                                                                                                                                                                                                                       if(t1->area> t2->area) return 1;
return 0;
                                      for(int i=0;i<n;i++){
   printf("%d %d %d\n",triangles[i].a,triangles[i].b,triangles[i].c);</pre>
                                                                                  qsort(triangles,n,sizeof(Triangle),compare);
                                                                                                                                                                                                                                                                              scanf("%d",&n);
            return 0;
                                                                                                                                                                                                                                  for(int i=0;i<n;i++){</pre>
                                                                                                                                                                                                                                                              Triangle triangles[n];
                                                                                                                                                                                                                                                                                                                                                                     if(t1->area< t2->area) return-1;
                                                                                                                                                                                                                                                                                                                                                                                                                                            return sqrt(p*(p-a)*(p-b)*(p-c));
                                                                                                                                                                                                                                                                                                                                                                                                                                                              double p=(a+b+c)/2.0;
                                                                                                                                                                                                                                                                                                                                                                                   Triangle *t2=(Triangle*)y;
                                                                                                                                                                                                                                                                                                                                                                                                  Triangle *t1=(Triangle*)x;
                                                                                                                                                        triangles[i].a = a;
triangles[i].b = b;
                                                                                                                            triangles[i].area= calculate_area(a,b,c);
                                                                                                                                           triangles[i].c = c;
                                                                                                                                                                                                     scanf("%d %d %d", &a, &b, &c);
                                                                                                                                                                                                                   int a,b,c;
```

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                                                                                                           triangles[i].a = a;
triangles[i].b = b;
triangles[i].c = c;
triangles[i].area= calculate_area(a,b,c);
         return 0;
                                              for(int i=0;i<n;i++){
                                                                       qsort(triangles,n,sizeof(Triangle),compare);
                                                                                                                                                                                                   for(int i=0;i<n;i++){</pre>
                                                                                                                                                                                                                            Triangle triangles[n];
                                  printf("%d %d %d\n",triangles[i].a,triangles[i].b,triangles[i].c);
                                                                                                                                                                          scanf("%d %d %d",&a,&b,&c);
                                                                                                                                                                                      int a,b,c;
```

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3 4 5	5 12 13	7 24 25	w	Input
	7 24 25	5 12 13	3 4 5	Expected
	7 24 25	5 12 13	3 4 5	Got
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Passed all tests! ~