

```
1 #include<stdio.h>
2 int main(){
3     int n;
4     scanf("%d",&n);
5     for(int i=0;i<n;i++){
6         int l,w,h;
7         scanf("%d %d %d",&l,&w,&h);
8         if(h<41){
9             int vol=l*w*h;
10            printf("%d\n",vol);
11        }
12    }
13 }
```

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	Input	Expected	Got	
✓	4	125	125	✓
	5 5 5	80	80	
	1 2 40			
	10 5 41			
	7 2 42			

Passed all tests! ✓

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```
1  #include<stdio.h>
2  #include<math.h>
3  #include<stdlib.h>
4  typedef struct{
5      double area;
6      int a,b,c;
7  }tri;
8  double cal_area(int a,int b,int c){
9      double p=(a+b+c)/2.0;
10     return sqrt(p*(p-a)*(p-b)*(p-c));
11 }
12 int compare(const void*x,const void*y){
13     tri *t1=(tri *)x;
14     tri *t2=(tri *)y;
15     if(t1->area<t2->area)return -1;
```

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```
16     if(t1->area>t2->area)return 1;
17     return 0;
18 }
19 int main(){
20     int n;
21     scanf("%d",&n);
22     tri triangles[n];{
23     for(int i=0;i<n;i++){
24         int a,b,c;
25         scanf("%d %d %d",&a,&b,&c);
26         triangles[i].a=a;
27         triangles[i].b=b;
28         triangles[i].c=c;
29         triangles[i].area=cal_area(a,b,c);
30     }
```

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```
31     qsort(triangles,n,sizeof(tr1),compare);
32     for(int i=0;i<n;i++){
33         printf("%d %d %d\n",triangles[i].a,triangles[i].b,triangles[i].c);
34     }
35     return 0;
36 }
37
38 }
39
40
```

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	Input	Expected	Got	
✓	3 7 24 25 5 12 13 3 4 5	3 4 5 5 12 13 7 24 25	3 4 5 5 12 13 7 24 25	✓

Passed all tests! ✓

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