```c
#include<stdio.h>
int main(){
    int n;
    scanf("%d",&n);
    for(int i=0;i<n;i++){
        int l,w,h;
        scanf("%d %d %d",&l,&w,&h);
        if(h<41){
            int vol=l*w*h;
            printf("%d\n",vol);
        }
    }
}
```

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

Passed all tests! ✓

```c
#include<stdio.h>
#include<math.h>
#include<stdlib.h>
typedef struct{
    double area;
    int a,b,c;
}tri;
double cal_area(int a,int b,int c){
    double p=(a+b+c)/2.0;
    return sqrt(p*(p-a)*(p-b)*(p-c));
}
int compare(const void*x,const void*y){
    tri *t1=(tri *)x;
    tri *t2=(tri *)y;
    if(t1->area<t2->area)return -1;
```

```
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      }
```

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

	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! ✓