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

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

```c
#include<stdio.h>
#include<math.h>
#include<stdlib.h>
typedef struct{
    int a,b,c;
    double area;
}
triangle;
double calculate_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 *t1,const void *t2){
    triangle *tri1=(triangle*)t1;
    triangle *tri2=(triangle*)t2;
    if(tri1->area < tri2->area)
    return -1;
    if(tri1->area>tri2->area)
    return 1;
    return 0;
}
int main(){
    int n;
    scanf("%d",&n);
    triangle triangles[n];
    for(int i=0;i<n;i++){
        int a,b,c;
        scanf("%d %d %d",&a,&b,&c);
        triangles[i].a=a;
        triangles[i].b=b;
        triangles[i].c=c;
        triangles[i].area=calculate_area(a,b,c);
```

```
32              triangles[i].area=calculate_area(a,b,c);
33          }
34      qsort(triangles,n,sizeof(triangle),compare);
35 ▾    for(int i=0;i<n;i++){
36          printf("%d %d %d\n",triangles[i].a,triangles[i].b,triangles[
37      }
38
39
40
41      return 0;
42 }
```

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

Passed all tests! ✓