

## GE23131-Programming Using C-2024

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Quiz navigation

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Question **1**

Correct

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Write a program to read two integer values and print true if both the numbers end with the same digit, otherwise print false. Example: If 698 and 768 are given, program should print true as they both end with 8. Sample Input 1 25 53 Sample Output 1 false  
Sample Input 2 27 77 Sample Output 2 true

**Answer:** (penalty regime: 0 %)

```
1 #include<stdio.h>
2 int main()
3 {
4     int a;
5     int b;
6     scanf("%d%d",&a,&b);
7     if(a%10==b%10)
8         printf("true");
9     else
10        printf("false");
11    return 0;
12
13
14 }
```

	Input	Expected	Got	
<input type="checkbox"/>	25 53	false	false	<input type="checkbox"/>
<input type="checkbox"/>	27 77	true	true	<input type="checkbox"/>

Passed all tests! ☐

Question **2**

Correct

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5.00

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**Objective**

In this challenge, we're getting started with conditional statements.

**Task**

Given an integer, ***n***, perform the following conditional actions:

- If ***n*** is odd, print Weird
- If ***n*** is even and in the inclusive range of **2** to **5**, print ***Not Weird***
- If ***n*** is even and in the inclusive range of **6** to **20**, print ***Weird***
- If ***n*** is even and greater than **20**, print ***Not Weird***

Complete the stub code provided in your editor to print whether or not ***n*** is weird.

A single line containing a positive integer, ***n***.

**Constraints**

·       $1 \leq n \leq 100$

**Output Format**

Print Weird if the number is weird; otherwise, print Not Weird.

**Sample Input 0**

3

**Sample Output 0**

Weird

**Sample Input 1**

24

**Sample Output 1**

## Explanation

*Sample Case 0:  $n = 3$*

$n$  is odd and odd numbers are weird, so we print **Weird**.

*Sample Case 1:  $n = 24$*

$n > 20$  and  $n$  is even, so it isn't weird. Thus, we print **Not Weird**.

**Answer:** (penalty regime: 0 %)

```
1 #include<stdio.h>
2 int main()
3 {
4     int a;
5     scanf("%d",&a);
6     if(a%2!=0)
7         printf("Weird");
8     else if(a%2==0&&a>=2&&a<=5)
9         printf("Not Weird");
10    else if(a%2==0&&a>=6&&a<=20)
11        printf("Weird");
12    else if(a%2==0&&a>=20)
13        printf("Not Weird");
14    return 0;
15 }
```

<input type="checkbox"/>	3	Weird	Weird	<input type="checkbox"/>
<input type="checkbox"/>	24	Not Weird	Not Weird	<input type="checkbox"/>

Passed all tests! ☐

Question **3**

Correct

Marked out of  
7.00

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Three numbers form a Pythagorean triple if the sum of squares of two numbers is equal to the square of the third. For example, 3, 5 and 4 form a Pythagorean triple, since  $3^2 + 4^2 = 25 = 5^2$ . You are given three integers, a, b, and c. They need not be given in increasing order. If they form a Pythagorean triple, then print "yes", otherwise, print "no". Please note that the output message is in small letters. Sample Input 1 3 5 4 Sample Output 1 yes Sample Input 2 5 8 2 Sample Output 2 no

**Answer:** (penalty regime: 0 %)

```

1  #include<stdio.h>
2  int main()
3  {
4      int a,b,c;
5      scanf("%d%d%d",&a,&b,&c);
6      if(a*a+b*b==c*c || b*b+c*c==a*a || c*c+a*a==b*b)
7          printf("yes");
8      else
9          printf("no");
10     return 0;
11 }
```

	Input	Expected	Got	
<input type="checkbox"/>	3 5 4	yes	yes	<input type="checkbox"/>
<input type="checkbox"/>	5 8 2	no	no	<input type="checkbox"/>

Passed all tests! ☐

Finish review