```c
#include<stdio.h>
#define TUNNEL_HEIGHT 41
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 < TUNNEL_HEIGHT)
        {
            int volume=length*width*height;
            printf("%d\n",volume);
        }
    }
    return 0;
}
```

	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<math.h>
#include<stdlib.h>
double CalculateArea(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)
{
    int *triangle1=(int *)t1;
    int *triangle2=(int *)t2;
    double area1=CalculateArea(triangle1[0],triangle1[1],triangle1[2]);
    double area2=CalculateArea(triangle2[0],triangle2[1],triangle2[2]);
    if(area1 < area2)
    {
        return -1;
    }
    if(area1>area2)
    {
        return 1;
    }
    return 0;
}
int main()
{
    int n;
    scanf("%d",&n);
    int triangles[n][3];
    for(int i=0;i<n;i++)
    {
        scanf("%d %d %d",&triangles[i][0],&triangles[i][1],&triangles[i][2]);
    }
    qsort(triangles,n,sizeof(triangles[01]),compare);
    for(int i=0;i<n;i++)
    {
        printf("%d %d %d\n",triangles[i][0],triangles[i][1],triangles[i][2]);
    }
    return 0;
}
```

	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! ✓