```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 v = l * w * h;
            printf("%d\n", v);
        }
    }
}
```

	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;
}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*x, const void*y){
    Triangle *t1 = (Triangle *)x;
    Triangle *t2 = (Triangle *)y;
    if (t1->area < t2->area) return -1;
    if (t1->area > t2->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);
    }
    qsort(triangles, n, sizeof(Triangle), compare);

    for (int i = 0; i < n; i ++){
        printf("%d %d %d\n", triangles[i].a, triangles[i].b, triangles[i].c);
    }
    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! ✓