

2	13			
✓	6	100	200	✓
	10			
	30			
✓	5	1000	1000	✓
	40			
	50			

Passed all tests! ✓

3
Correct
Marked out of
7.00
Flag
question

Superman is planning a journey to his home planet. It is very important for him to know which day he arrives there. They don't follow the 7-day week like us. Instead, they follow a 10-day week with the following days: Day Number Name of Day 1 Sunday 2 Monday 3 Tuesday 4 Wednesday 5 Thursday 6 Friday 7 Saturday 8 Kryptonday 9 Coluday 10 Daxanday Here are the rules of the calendar: • The calendar starts with Sunday always. • It has only 296 days. After the 296th day, it goes back to Sunday. You begin your journey on a Sunday and will reach after n. You have to tell on which day you will arrive when you reach there.

Input format: -

Contain a number n ($0 < n$)

Output format: Print the name of the day you are arriving on

Example Input

7

Example Output

Kryptonday

Example Input

1

Example Output Monday

Answer: (penalty regime: 0 %)

```
1 #include <stdio.h>
2 int main()
3 {
4     int n,i;
5     scanf("%d",&n);
6     i=(n%296)%10;
7     switch(i)
8     {
9         case 0: printf("Sunday");break;
10        case 1: printf("Monday");break;
11        case 2: printf("Tuesday");break;
12        case 3: printf("Wednesday");break;
13        case 4: printf("Thursday");break;
14        case 5: printf("Friday");break;
15        case 6: printf("Saturday");break;
16        case 7: printf("Kryptonday");break;
17        case 8: printf("Coluday");break;
18        case 9: printf("Daxanday");break;
19    }
20    return 0;
21 }
```

	Input	Expected	Got	
✓	7	kryptonday	kryptonday	✓
✓	1	Monday	Monday	✓

Passed all tests! ✓

Sample Output 4

0

Explanation:

- First is output of area of rectangle
- Then, output of area of triangle
- Then output of area square
- Finally, something random, so we print 0

Answer: (penalty regime: 0 %)

```

1 #include <stdio.h>
2 int main()
3 {
4     int a,b,d=0;
5     char c;
6     scanf("%i%ld%i",&c,&a,&b);
7     switch(c)
8     {
9         case 'T': printf("%ld",a*b); break;
10        case 'S': printf("%ld",((a*b)/2)); break;
11        case 'R': printf("%ld",a*b); break;
12        default: printf("%ld",d);
13    }
14    return 0;
15 }

```

	Input	Expected	Got	
✓	T 10 20	200	200	✓
✓	S 30 40	600	600	✓
✓	R 2 11	0	0	✓
✓	R 10 30	300	300	✓
✓	S 40 50	1000	1000	✓

Passed all tests! ✓

Some data sets specify dates using the year and day of year rather than the year, month, and day of month. The day of year (DOY) is the sequential day number starting with day 1 on January 1st.

There are two calendars - one for normal years with 365 days, and one for leap years with 366 days. Leap years are divisible by 4. Centuries, like 1900, are not leap years unless they are divisible by 400. So, 2000 was a leap year.

To find the day of year number for a standard date, scan down the Jan column to find the day of month, then scan across to the appropriate month column and read the day of year number. Reverse the process to find the standard date for a given day of year.

Write a program to print the Day of Year of a given date, month and year.

Sample Input 1

18
6
2020

Sample Output 1

170

Answer: (penalty regime: 0 %)

```
1 #include<stdio.h>
2 int main()
3 {
4     int d,m,y,day,dof=20;
5     scanf("%d/%d/%d",&d,&m,&y);
6     day=d;
7     if((y%4==0&y%100!=0)|| (y%400==0))
8         dof=29;
9     switch(m)
10    {
11        case 2: day+=31; break;
12        case 3: day+=31+dof; break;
13        case 4: day+=31+dof+31; break;
14        case 5: day+=31+dof+31+30; break;
15        case 6: day+=31+dof+31+30+31; break;
16        case 7: day+=31+dof+31+30+31+30; break;
17        case 8: day+=31+dof+31+30+31+30+31; break;
18        case 9: day+=31+dof+31+30+31+30+31+31; break;
19        case 10: day+=31+dof+31+30+31+30+31+31+30; break;
20        case 11: day+=31+dof+31+30+31+30+31+31+30+31; break;
21        case 12: day+=31+dof+31+30+31+30+31+31+30+31+30; break;
22    }
23    printf("%d",day);
24    return 0;
25 }
```

	Input	Expected	Got	
✓	18 6 2020	170	170	✓

Passed all tests! ✓



Write a program that reads a position from the user. Use an if statement to determine if the column begins with a black square or a white square. Then use modular arithmetic to report the color of the square in that row. For example, if the user enters a1 then your program should report that the square is black. If the user enters d5 then your program should report that the square is white. Your program may assume that a valid position will always be entered. It does not need to perform any error checking.

Sample Input 1

a 1

Sample Output 1

The square is black.

Sample Input 2

d 5

Sample Output 2

The square is white.

Answer: (penalty regime: 0 %)

```
1 #include <stdio.h>
2 int main()
3 {
4     char c;
5     int r, c0;
6     scanf("%c %i", &c, &r);
7     c0 = c - 'a' + 1;
8     if((c0 + r) % 2 == 0)
9     {
10         printf("The square is black.");
11     }
12     else
13     {
14         printf("The square is white.");
15     }
16 }
17 return 0;
18 }
```

Sample Input 1

2004

Sample Output 1

Monkey

Sample Input 2

2010

Sample Output 2

Tiger

Answer: (penalty regime: 0 %)

```
1 #include <stdio.h>
2 int main()
3 {
4     int y,r;
5     scanf("%d",&y);
6     r=y%12;
7     switch(r)
8     {
9         case 0: printf("Monkey");
10        break;
11        case 1: printf("Rooster");
12        break;
13        case 2: printf("Dog");
14        break;
15        case 3: printf("Pig");
16        break;
17        case 4: printf("Rat");
18        break;
19        case 5: printf("Ox");
20        break;
21        case 6: printf("Tiger");
22        break;
23        case 7: printf("Hare");
24        break;
25        case 8: printf("Dragon");
26        break;
27        case 9: printf("Snake");
28        break;
29        case 10: printf("Horse");
30        break;
31        case 11: printf("Sheep");
32        break;
33    }
34    return 0;
35 }
```

Sample Input 2

7

Sample Output 2

Heptagon

Sample Input 3

11

Sample Output 3

The number of sides is not supported.

Answer: (penalty regime: 0 %)

```
1 #include <stdio.h>
2 int main()
3 {
4     int x;
5     scanf("%d",&x);
6     switch(x)
7     {
8         case 3: printf("Triangle");
9             break;
10        case 4: printf("Quadrilateral");
11            break;
12        case 5: printf("Pentagon");
13            break;
14        case 6: printf("Hexagon");
15            break;
16        case 7: printf("Heptagon");
17            break;
18        case 8: printf("Octagon");
19            break;
20        case 9: printf("Nonagon");
21            break;
22        case 10: printf("Decagon");
23            break;
24        default : printf("The number of sides is not supported.");
25            break;
26    }
27    return 0;
28 }
29
30
```

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     {
8         printf("yes");
9     }
10    else{
11        printf("no");
12    }
13    return 0;
14 }
```

	Input	Expected	Got	
✓	3 5 4	yes	yes	✓
✓	5 8 2	no	no	✓

Passed all tests! ✓

Finish review

Sample Input 0

3

Sample Output 0

Weird

Sample Input 1

24

Sample Output 1

Not Weird

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 n;
5     scanf("%i", &n);
6     if(n%2 != 0)
7     {
8         printf("Weird");
9     }
10    else if(n > 20 && n%2 == 0)
11    {
12        printf("Not Weird");
13    }
14    else
15    {
16        printf("Not Weird");
17    }
18    return 0;
19 }
20 }
```

	Input	Expected	Got	
✓	3	Weird	Weird	✓
✓	24	Not Weird	Not Weird	✓

Passed all tests! ✓

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,b;
5     scanf("%d%d",&a,&b);
6     if(a%10==b%10)
7     {
8         printf("true");
9     }
10    else
11    {
12        printf("false");
13    }
14    return 0;
15 }
```

	Input	Expected	Got	
✓	25 53	false	false	✓
✓	27 77	true	true	✓

Passed all tests! ✓