

Week 3 – 1:

–decision making and branching

ROLL NO.:240801184

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Q1) 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

Code:

REC-CIS

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Show one page at a time

Finish review

Status	Finished
Started	Monday, 23 December 2024, 5:33 PM
Completed	Saturday, 26 October 2024, 2:58 PM
Duration	58 days 2 hours

Question 1

Correct

Marked out of 3.00

Flag question

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     int num1,num2;
4     scanf("%d %d",&num1,&num2);
5     int lastDigit1 =num1%10;
6     int lastDigit2= num2%10;
7     if(lastDigit1 == lastDigit2){
8         printf("true\n");
9     }else{
10        printf("false\n");
11    }
12    return 0;
13 }
```

OUTPUT:

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

Passed all tests! ✓

Q2) 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.

Input Format

A single line containing a positive integer, n .

Constraints

- $1 < n < 100$

Output Format

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

Sample Input 0

3

Sample Output 0

Weird

Code:

```

1 #include <stdio.h>
2 int main(){
3     int a;
4     scanf("%d",&a);
5     if (a%2 == 0){
6         if (a>=2 && a<=5){
7             printf("Not Weird");
8         }
9         else if (a>=6 && a<=20){
10            printf("Weird");
11        }
12        else if (a>20){
13            printf("Not Weird");
14        }
15    }
16    else if (a%2!= 0){
17        printf("Weird");
18    }
19    else{
20        printf("Not Weird");
21    }
22    return 0;
23 }

```

OUTPUT:

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

Passed all tests! ✓

Q3) 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

Code:

```
1 #include <stdio.h>
2 int main(){
3     int a,b,c;
4     //int ab = a*a+b*b;
5     scanf("%d %d %d",&a,&b,&c);
6     // int ab = a*a+(b*b);
7     if (a>=b && a>=c){
8         int ab = b*b + (c*c);
9         if (ab == a*a){
10             printf("yes");
11         }
12     }
13     else{
14         printf("no");
15     }
16 }
17 else if(b>=a && b>=c){
18     int ab = a*a+(c*c);
19     if (ab == b*b){
20         printf("yes");
21     }
22     else{
23         printf("no");
24     }
25 }
26 else if(c>=a && c>=b){
27     int ab = a*a+(b*b);
28     if (ab == c*c){
29         printf("yes");
30     }
31     else{
32         printf("no");
33     }
34 }
35 // printf("yes");
36 }
37 else{
38     printf("no");
39 }
40 return 0;
41 }
```

OUTPUT:

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

Passed all tests! ✓