

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 788 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("%i %i",&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! ✓

## 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.

## Input Format

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

Not Weird

## Explanation

Sample Case 0:  $n = 3$

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("%d", &n);
6     if (n%2==1 && n<100)
7     {
8         printf("Weird");
9     }
10    else if(n%2 && n<5)
11    {
12        printf("Not Weird");
13    }
14    else if (n%6 && n<20)
15    {
16        printf("Weird");
17    }
18    else if(n%20 && n<100)
19    {
20        printf("Not Weird");
21    }
22    return 0;
23 }
```

	Input	Expected	Got	
✓	3	weird	weird	✓
✓	24	Not weird	Not weird	✓

Passed all tests! ✓

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  $3^2 + 4^2 = 5^2$ . 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))
7     {
8         printf("yes");
9     }
10    else if((b*b) + (c*c) == (a*a))
11    {
12        printf("yes");
13    }
14    else if ((c*c) + (a*a) == (b*b))
15    {
16        printf("yes");
17    }
18    else
19    {
20        printf("no");
21    }
22 }
```

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

Passed all tests! ✓