Answer: (penalty regime: 0 %)

```c
1   #include<stdio.h>
2   #include<math.h>
3   #include<stdlib.h>
4   double calculateArea(int a, int b,int c)
5   {
6       double p= (a+b+c)/2.0;
7       return sqrt(p*(p-a) * (p-b) * (p-c));
8   }
9   int compare(const void *t1, const void *t2)
10  {
11      int *triangless1=(int *)t1;
12      int *triangless2=(int *)t2;
13      double area1=calculateArea(triangless1[0],triangless1[1],triangless1[2]);
14      double area2=calculateArea(triangless2[0],triangless2[1],triangless2[2]);
15      if(area1<area2)
16      {
17          return -1;
18      }
19      if(area1>area2){
20      return 1;
21      }
22      return 0;
23  }
24  int main(){
25      int n;
26      scanf("%d",&n);
27      int triangles[n][3];
28      for(int i=0;i<n;i++)
29      {
30          scanf("%d %d %d",&triangles[i][0],&triangles[i][1],&triangles[i][2]);
31      }
32      qsort(triangles,n,sizeof(triangles[0]),compare);
33      for(int i=0;i<n;i++){
34          printf("%d %d %d\n",triangles[i][0],triangles[i][1],triangles[i][2]);
35      }
36      return 0;
37  }
```

	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! ✓

```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! ✓