

main.c



Share




Run

Output

```
1 //DAY 10
2 //Q19
3 #include <stdio.h>
4 int main() {
5     int a, b, c;
6
7     printf("Enter three sides of the triangle: ");
8     scanf("%d %d %d", &a, &b, &c);
9
10    if (a + b > c && a + c > b && b + c > a) {
11        if (a == b && b == c) {
12            printf("The triangle is Equilateral.\n");
13        }
14        else if (a == b || b == c || a == c) {
15            printf("The triangle is Isosceles.\n");
16        }
17        else {
18            printf("The triangle is Scalene.\n");
19        }
20    }
21    else {
22        printf("The given sides do not form a valid triangle.\n");
23    }
24
25    return 0;
26 }
```

Enter three sides of the triangle: 3 5 5  
The triangle is Isosceles.

=== Code Execution Successful ===

main.c		   Share	Run	Output
1	//DAY 10			Enter a number (1-7): 6
2	//Q20			Saturday
3	#include <stdio.h>			
4	int main() {			
5	int day;			
6				
7	printf("Enter a number (1-7): ");			
8	scanf("%d", &day);			
9				
10	switch(day) {			
11	case 1:			
12	printf("Monday\n");			
13	break;			
14	case 2:			
15	printf("Tuesday\n");			
16	break;			
17	case 3:			
18	printf("Wednesday\n");			
19	break;			
20	case 4:			
21	printf("Thursday\n");			
22	break;			
23	case 5:			
24	printf("Friday\n");			
25	break;			
26	case 6:			
27	printf("Saturday\n");			
28	break;			
29	case 7:			
30	printf("Sunday\n");			
31	break;			
32	default:			
33	printf("Invalid input! Please enter a number between 1 and 7.\n");			
34	}			
35	return 0;			
36	}			=== Code Execution Successful ===