Sample Output 1

Triangle

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 %)

```c
#include<stdio.h>
int main()
{
    int n;
    scanf("%d",&n);
    if(n==3)
    {
        printf("Triangle");
    }
    else if (n==4)
    {
        printf("Quadrilateral");
    }
    else if(n==5)
    {
        printf("Pentagon");
    }
    else if (n==6)
    {
        printf("Hexagon");
    }
    else if (n==7)
    {
        printf("Heptagon");
    }
    else if (n==8)
    {
        printf("Octagon");
    }
    else if (n==9)
    {
        printf("Nonagon");
    }
    else if(n==10)
    {
        printf("Decogon");
    }
    else
    {
        printf("The number of sides is no
    }
    return 0;
}

```

	Input	Expected
✓	3	Triangle
✓	7	Heptagon
✓	11	The number of sides is not supported.

Passed all tests! ✓

2010	Tiger
2011	Hare

Write a program that reads a year from the user and displays the animal associated with that year. Your program should work correctly for any year greater than or equal to zero, not just the ones listed in the table.

Sample Input 1

2004

Sample Output 1

Monkey

Sample Input 2

2010

Sample Output 2

Tiger

Answer: (penalty regime: 0 %)

```c
#include<stdio.h>
int main()
{
    int n;
    scanf("%d",&n);
    if((n-2000)%12==0)
    {
        printf("Dragon");
    }
    else if ((n-2000)%12==1)
    {
        printf("Snake");
    }
    else if ((n-2000)%12==2)
    {
        printf("Horse");
    }
    else if ((n-2000)%12==3)
    {
        printf("Sheep");
    }
    else if ((n-2000)%12==4)
    {
        printf("Monkey");
    }
    else if ((n-2000)%12==5)
    {
        printf("Rooster");
    }
    else if ((n-2000)%12==6)
    {
        printf("Dog");
    }
    else if ((n-2000)%12==7)
    {
        printf("Pig");
    }
    else if ((n-2000)%12==8)
    {
        printf("Rat");
    }
    else if ((n-2000)%12==9)
    {
        printf("Ox");
    }
    else if ((n-2000)%12==10)
    {
        printf("Tiger");
    }
    else if ((n-2000)%12==11)
    {
        printf("Hare");
```

	Input	Expected	Got	
✓	2004	Monkey	Monkey	✓
✓	2010	Tiger	Tiger	✓

Passed all tests! ✓

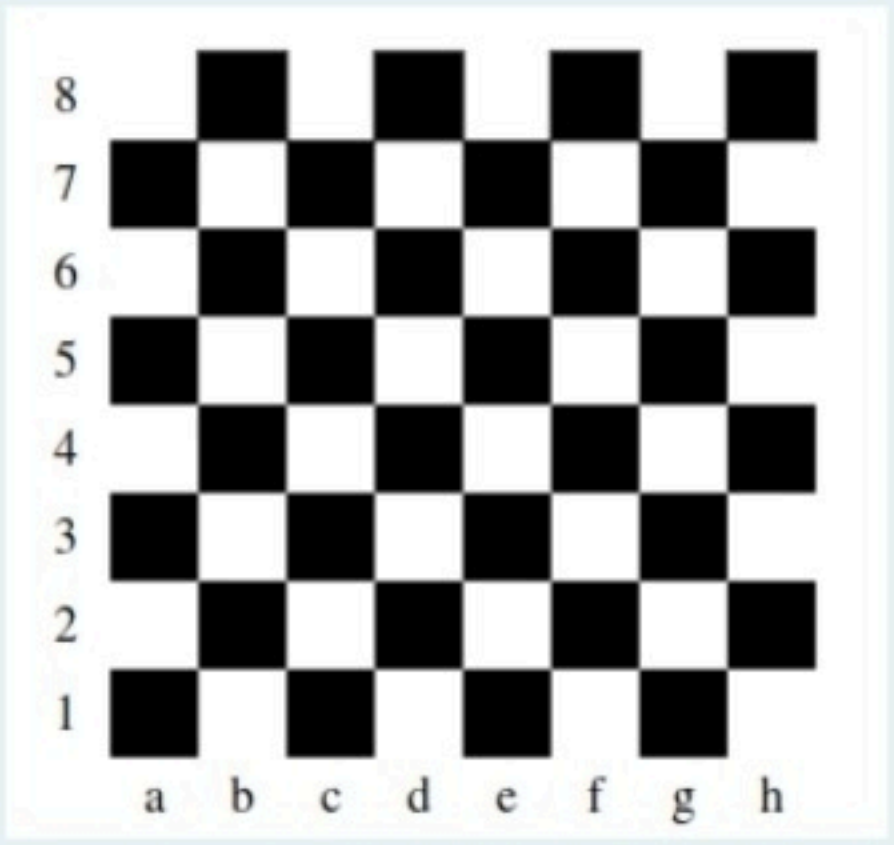
Question **3**

Correct

Marked out of 7.00

Flag question

Positions on a chess board are identified by a letter and a number. The letter identifies the column, while the number identifies the row, as shown below:



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 %)

```
#include<stdio.h>
int main()
{
    char ch;
    int r;
    scanf("%c%d",&ch,&r);
    int col = ch-'a';
    if((col+r)%2==0)
    printf("The square is white.");
    else
    printf("The square is black.");
    return 0;
}
```

	Input	Expected	Got
✓	a 1	The square is black.	The square is bl
✓	d 5	The square is white.	The square is wh

Passed all tests! ✓