

REC-CIS

Answer: (penalty regime: 0 %)

```

1 #include<stdio.h>
2 int main()
3 {
4     int n;
5     scanf("%d",&n);
6     for(int i=0;i<n;i++)
7     {
8         int length,width,height;
9         scanf("%d %d %d",&length,&width,&height);
10        if(height<41)
11        {
12            int volume=length*width*height;
13            printf("%d\n",volume);
14        }
15    }
16 }
    
```

	Input	Expected	Got	
✓	4	125	125	✓
	5 5 5	80	80	
	1 2 40			
	10 5 41			
	7 2 42			



REC-CIS

7 24 25

Explanation 0

The square of the first triangle is **84**. The square of the second triangle is **30**. The square of the third triangle is **6**. So the sorted order is the reverse one.

**Answer:** (penalty regime: 0 %)

```
1 #include<stdio.h>
2 #include<math.h>
3 #include<stdlib.h>
4 typedef struct{
5     double area;
6     int a,b,c;
7 }Triangle;
8 double calculate_area(int a,int b,int c){
9     double p=(a+b+c)/2.0;
10    return sqrt(p*(p-a)*(p-b)*(p-c));
11 }
12 int compare(const void*x,const void*y){
13     Triangle *t1=(Triangle*)x;
14     Triangle *t2=(Triangle*)y;
15     if(t1->area < t2->area)return -1;
16     if(t1->area > t2->area)return 1;
17     return 0;
18 }
19 int main()
20 {
21     int n;
```

## REC-CIS

```
17     return 0;
18 }
19 int main()
20 {
21     int n;
22     scanf("%d",&n);
23     Triangle triangles[n];
24     for(int i=0;i<n;i++){
25         int a,b,c;
26         scanf("%d %d %d",&a,&b,&c);
27         triangles[i].a=a;
28         triangles[i].b=b;
29         triangles[i].c=c;
30         triangles[i].area=calculate_area(a,b,c);
31     }
32     qsort(triangles,n,sizeof(Triangle),compare);
33     for(int i=0;i<n;i++){
34         printf("%d %d %d\n",triangles[i].a,triangles[i].b,triangles[i].c);
35     }
36     return 0;
37 }
38 }
```

	Input	Expected	Got	
✓	3	3 4 5	3 4 5	✓
	7 24 25	5 12 13	5 12 13	
	5 12 13	7 24 25	7 24 25	
	3 4 5			