167.64

Answer: (penalty regime: 0 %)

```
#include<stdio.h>
1
2 v int main(){
       int a,b;
3
4
       float c;
       scanf("%d\n%d",&a,&b);
5
       c=((a*12*2.54)+(b*2.54));
6
7
       printf("%.2f",c);
       return 0;
8
9
```

	Input	Expected	Got	
~	5 6	167.64	167.64	~

```
#include<stdio.h>
 1
 2 v int main(){
         int a,b,c,d,e,f,g;
 3
 4
         scanf("%d\n%d",&a,&b);
 5
        c=a+b;
 6
        d=a-b;
 7
        e=a*b;
        f=a/b;
 8
        g=a%b;
 9
        printf("%d\n%d\n%d\n%d\n%d\n%
10
         return 0;
11
12
```

Input	Expected	Got	
100	106	106	~
6	94	94	
	600	600	
	16	16	
	4	4	
	100	100 106 6 94 600 16	6 94 94 600 600 16 16

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

```
#include<stdio.h>
 1
 2 v int main(){
 3
         int a:
         float e,c,d;
 4
 5
         scanf("%d",&a);
 6
         e=(a*3.49);
 7
         c=(e*0.6);
 8
         d=(e-c);
 9
         printf("Regular price: %.
         printf("Discount: %.2f\n"
10
11
         printf("Total: %.2f",d);
12
         return 0;
    }
13
```

	Input	Expected	Got
~	10	Regular price: 34.90 Discount: 20.94 Total: 13.96	Reg Dis Tot

Answer: (penalty regime: 0 %)

```
#include<stdio.h>
 2 v int main(){
 3
         int x,y;
         scanf("%d\n%d",&x,&y);
 4
         if(x<=y)</pre>
 5
 6 ▼
         {
             printf("YES");
 7
 8
         else
 9
         printf("N0");
10
         return 0;
11
12
   |}
```

	Input	Expected	Got	
~	100 110	YES	YES	~
✓	100 90	NO	NO	~

Answer: (penalty regime: 0 %)

```
#include<stdio.h>
int main(){
    int N,R;
    scanf("%d",&N);
    R=N*(N-1)/2;
    printf("%d",R);
    return 0;
}
```

	Input	Expected	Got	
~	1	0	0	~
~	2	1	1	~

maximum.

Answer: (penalty regime: 0 %)

```
#include<stdio.h>
 2 v int main(){
 3
         int a,b,c,max;
         scanf("%d %d %d",&a,&b,&d
 4
 5
         if(a>b&&a>c)
 6 ₹
 7
             max=a;
 8
         else if(b>a&&b>c)
 9
10 ▼
11
             max=b;
12
13
         else
14 ▼
15
             max=c;
16
17
         printf("%d", max);
18
         return 0;
19
```

	Input	Expected	Got	
~	81 26 15	81	81	~