

```

1 #include<stdio.h>
2 struct Box{
3     int length,width,height;
4 };
5 int main()
6 {
7     int n;
8     scanf("%d",&n);
9     struct Box boxes[n];
10    for(int i=0;i<n;i++)
11    {
12        scanf("%d %d %d",&boxes[i].length,&boxes[i].width,&boxes[i].height);
13        if(boxes[i].height<41)
14        {
15            printf("%d\n",boxes[i].length * boxes[i].width * boxes[i].height);
16        }
17    }
18    return 0;
19 }

```

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

Passed all tests! ✓

```

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

```

	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	