

```

1 #include<stdio.h>
2 int main()
3 {
4     int s;
5     scanf("%d",&s);
6     if(s==3)
7     {
8         printf("Triangle");
9     }
10    else if(s==4)
11    {
12        printf("Square");
13    }
14    else if(s==5)
15    {
16        printf("Pentagon");
17    }
18    else if(s==6)
19    {
20        printf("Hexagon");
21    }
22    else if(s==7)
23    {
24        printf("Heptagon");
25    }
26    else if(s==8)
27    {
28        printf("Octagon");
29    }
30    else if(s==9)
31    {
32        printf("Nonagon");
33    }
34    else if(s==10)
35    {
36        printf("Decagon");
37    }
38    }else{
39        printf("The number of sides is no
40    }
41 }

```

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

Passed all tests! ✓

```

1 #include<stdio.h>
2 int main()
3 {
4     int a;
5     scanf("%d",&a);
6     if((a-2000)%12==0){
7         printf("Dragon");
8
9         else if((a-2000)%12==1)
10        {
11            printf("Snake");
12        }
13        else if((a-2000)%12==2)
14        {
15            printf("Horse");
16        }
17        else if((a-2000)%12==3)
18        {
19            printf("Sheep");
20        }
21        else if ((a-2000)%12==4)
22        {
23            printf("Monkey");
24        }
25        else if ((a-2000)%12==5)
26        {
27            printf("Rooster");
28        }
29        else if((a-2000)%12==6)
30        {
31            printf("Dog");
32        }
33        else if ((a-2000)%12==7)
34        {
35            printf("Pig");
36        }
37        else if ((a-2000)%12==8)
38        {
39            printf("Rat");
40        }
41        else if ((a-2000)%12==9)
42        {
43            printf("Ox");
44        }
45        else if ((a-2000)%12==10)
46        {
47            printf("Tiger");
48        }
49        else if((a-2000)%12==0)
50        {
51            printf("Hare");
52        }}

```

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

Passed all tests! ✓

```

1  #include<stdio.h>
2  int main()
3  {
4      char column;
5      int row;
6      int col;
7      scanf("%c%d",&column,&row);
8      col = column - 'a' + 1;
9      if((col + row)%2==0)
10     {
11         printf("The square is black.\n");
12     }
13     else{
14         printf("The square is white.\n");
15     }
16 }
17 }

```

	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! ✓