

```
1  #include <stdio.h>
2  int main() {
3      int n;
4      scanf("%d", &n);
5      if (n%2!=0) {
6          printf("Weird");
7      } else {
8          if(n>=2 && n<=5) {
9              printf("Not Weird");
10         } else if (n>=6 && n<=20) {
11             printf("Weird");
12         } else {
13             printf("Not Weird");
14         }
15     }
16     return 0;
17 }
```

```
1  #include <stdio.h>
2
3  int main() {
4
5      int a, b, last_digit1, last_digit2;
6      scanf("%d", &a);
7      scanf("%d", &b);
8
9      last_digit1 = a%10;
10     last_digit2 = b%10;
11
12     if (last_digit1 == last_digit2) {
13         printf("true");
14     } else {
15         printf("false");
16     }
17
18     return 0;
19 }
```

```
1  #include <stdio.h>
2
3  int main() {
4
5      int a, b, c;
6
7      scanf("%d", &a);
8      scanf("%d", &b);
9      scanf("%d", &c);
10
11     int a2 = a*a, b2= b*b, c2 = c*c;
12     if (a2+b2 == c2 || b2+c2 == a2 || c2+a2 == b2) {
13         printf("yes");
14     } else {
15         printf("no");
16     }
17
18     return 0;
19 }
```

```
1 #include<stdio.h>
2 int main()
3 {
4     int n;
5     scanf("%d",&n);
6     switch(n)
7     {
8         case 3: printf("Triangle");
9                 break;
10        case 4: printf("Quadrilateral");
11                break;
12        case 5: printf("Pentagon");
13                break;
14        case 6: printf("Hexagon");
15                break;
16        case 7: printf("Heptagon");
17                break;
18        case 8: printf("Octagon");
19                break;
20        case 9: printf("Nonagon");
21                break;
22        case 10: printf("Decagon");
23                 break;
24        default: printf("The number of
25                    break;
26    }
27    return 0;
```



```
1  #include<stdio.h>
2  int main()
3  {
4      int year,n;
5      scanf("%d",&year);
6      n=year%12;
7      switch(n)
8      {
9          case 1: printf("Rooster");
10             break;
11          case 2: printf("Dog");
12             break;
13          case 3: printf("Pig");
14             break;
15          case 4: printf("Rat");
16             break;
17          case 5: printf("Ox");
18             break;
19          case 6: printf("Tiger");
20             break;
21          case 7: printf("Hare");
22             break;
23          case 8: printf("Dragon");
24             break;
25          case 9: printf("Snake");
26             break;
27          case 10: printf("Horse");
28             break;
29          case 11: printf("Sheep");
30             break;
31          case 0: printf("Monkey");
32             break;
33      }
34      return 0;
35  }
```