

```
1 #include<stdio.h>
2 int main()
3 {
4     int n;
5     scanf("%d",&n);
6     if(n%2==1)
7     {
8         printf("Weird");
9     }
10    else if(n>=6&&n<=20)
11    {
12        printf("Weird");
13    }
14    else if((n>=2&&n<=5) || (n>20))
15    {
16        printf("Not Weird");
17    }
18    return 0;
19 }
```

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

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

```
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("Octogon");
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;
28 }
```

```
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 }
```

```
#include <stdio.h>
int main()
{
    int r;
    char c;
    scanf("%c %d",&c,&r);
    if(((c=='a' || c=='c' || c=='e' || c=='g')&&(r==1 || r==3 || r==5 || r==7))
    {
        printf("The square is black.");
    }
    else
    {
        printf("The square is white.");
    }
    return 0;
}
```

```
) || ((c=='b' || c=='d' || c=='f' || c=='h') && (r==2 || r==4 || r==6 || r==8)))
```

```
#include<stdio.h>
int main()
{
    int day=0,m,y,d;
    scanf("%d\n%d\n%d",&d,&m,&y);
    switch(m-1)
    {
        case 11:day=day+30;
        case 10:day=day+31;
        case 9:day=day+30;
        case 8:day=day+31;
        case 7:day=day+31;
        case 6:day=day+30;
        case 5:day=day+31;
        case 4:day=day+30;
        case 3:day=day+31;
        case 2:if((y%4==0&&y%100!=0)||((y%400==0)&&(y%100!=0)))
        {
            day=day+29;
        }
        else
        {
            day=day+28;
        }
        case 1:day=day+31;
    }
    day=day+d;
    printf("%d",day);
    return 0;
}
```

```
1 #include<stdio.h>
2 int main()
3 {
4     char shape;
5     int side1,side2,area;
6     scanf("%c",&shape);
7     scanf("%d %d",&side1,&side2);
8     switch(shape)
9     {
10         case 'R': area=side1*side2;
11                     break;
12         case 'S': area=(side1*side2)/2;
13                     break;
14         case 'T': area=side1*side2;
15                     break;
16         default: area=0;
17     }
18     printf("%d",area);
19     return 0;
20 }
```

```
#include<stdio.h>
int main()
{
    int n,days,res;
    scanf("%d",&n);
    days=n%296;
    res=days%10+1;
    switch(res)
    {
        case 1: printf("Sunday");
                  break;
        case 2: printf("Monday");
                  break;
        case 3: printf("Tuesday");
                  break;
        case 4: printf("Wednesday");
                  break;
        case 5: printf("Thursday");
                  break;
        case 6: printf("Friday");
                  break;
        case 7: printf("Saturday");
                  break;
        case 8: printf("Kryptonday");
                  break;
        case 9: printf("Coluday"); ...
                  break;
        case 10: printf("Daxamday");
                  break;
    }
    return 0;
}
```