

```
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("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;
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
                {
                    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;
```

```
}
```