```c
#include<stdio.h>
struct Box{
    int length;
    int width;
    int height;
};
int main(){
    int n;
    scanf("%d",&n);
    struct Box box;
    for(int i=0;i<n;i++){
        scanf("%d %d %d",&box.length,&box.width,&box.height);
        if(box.height<41){
            int volume=box.length*box.width*box.height;
            printf("%d\n",volume);
        }
    }
    return 0;
```

```c
#include<stdio.h>
#include<math.h>
struct Triangle{
    int a,b,c;
    double area;
};
double computeArea(int a ,int b,int c){
    double p=(a+b+c)/2.0;
    return sqrt(p*(p-a)*(p-b)*(p-c));
}
int main(){
    int n;
    scanf("%d",&n);
    struct Triangle t[n];
    for(int i=0;i<n;i++){
        scanf("%d %d %d",&t[i].a,&t[i].b,&t[i].c);
        t[i].area=computeArea(t[i].a,t[i].b,t[i].c);
    }
    for(int i=0;i<n-1;i++){
        for(int j=i+1;j<n;j++){
```

```c
int n;
scanf("%d",&n);
struct Triangle t[n];
for(int i=0;i<n;i++){
    scanf("%d %d %d",&t[i].a,&t[i].b,&t[i].c);
    t[i].area=computeArea(t[i].a,t[i].b,t[i].c);
}
for(int i=0;i<n-1;i++){
    for(int j=i+1;j<n;j++){
        if(t[i].area>t[j].area){
            struct Triangle temp=t[i];
            t[i]=t[j];
            t[j]=temp;
        }
    }
}
for(int i=0;i<n;i++){
    printf("%d %d %d\n",t[i].a,t[i].b,t[i].c);
}
return 0;
}
```