

```
1 #include <stdio.h>
2 int main(){
3     int num,sum=0,rem;
4     scanf("%d",&num);
5     while(num>0){
6         rem=num%10;
7         if(rem==0||rem==4||rem==6||rem==9){
8             sum=sum+1;
9         }
10        else if(rem==8){
11            sum=sum+2;
12        }
13        num=num/10;
14    }
15    printf("%d",sum);
16    return 0;
17 }
18 }
```

**Answer:** (penalty regime: 0 %)

```
1 #include <stdio.h>
2 int main(){
3     int total,count=0;
4     scanf("%d",&total);
5     while(total!=0){
6         count++;
7         total=total/2;
8     }
9     printf("%d",count);
10    return 0;
11 }
```

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

```
1 #include <stdio.h>
2 int main(){
3     int a,count=0;
4     char ch;
5     while (1){
6         scanf("%d",&a);
7         if(a%2!=0){
8             count++;
9         }
10        ch=getchar();
11        if(ch=='\n'){
12            break;
13        }
14    }
15    printf("%d",count);
16
17 }
```

```
1 #include <stdio.h>
2 int main(){
3     int n;
4     while(1){
5         if(scanf("%d",&n)!=1){
6             break;
7         }
8         if(n==1){
9             break;
10        }
11        int temp=n,rotated=0,isinvalid=0;
12        if (n==0){
13            printf("false");
14            continue;
15        }
16        while(temp>0){
17            int digit=temp%10;
18            int mapped;
19            switch(digit){
20                case 0:
21                    mapped=0;
22                    break;
23                case 1:
24                    mapped=1;
25                    break;
26                case 6:
27                    mapped=9;
28                    break;
29                case 8:
30                    mapped=8;
31                    break;
32                case 9:
33                    mapped=6;
34                    break;
35                default:
36                    isinvalid=1;
37                    break;
38            }
39            if(isinvalid){
40                break;
41            }
42            rotated=rotated*10+mapped;
43            temp/=10;
44        }
45        if(isinvalid||rotated==n){
46            printf("false");
47        }
48        else{
49            printf("true");
50        }
51    }
52 }
```

```
1 #include <stdio.h>
2 int main(){
3     int temp,positivecount=0,negativecount=0;
4     while(1){
5         if(scanf("%d",&temp)!=1){
6             break;
7         }
8
9         if(temp>=0){
10            positivecount++;
11        }
12        if(temp<0){
13            negativecount++;
14        }
15    }
16    printf("Positive numbers count: %d\n",positivecount);
17    printf("Negative numbers count: %d",negativecount);
18 }
```