

Answer: (penalty regime: 0 %)

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



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

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



```
1 #include <stdio.h>
2 int main(){
3     int side;
4     scanf("%d",&side);
5     if (side==3){
6         printf("Triangle");
7     }
8     else if (side==4){
9         printf("quadrilateral");
10    }
11    else if (side==5){
12        printf("Pentagon");
13    }
14    else if (side==6){
15        printf("Hexagon");
16    }
17    else if (side==7){
18        printf("Heptagon");
19    }
20    else if (side==8){
21        printf("Octagon");
22    }
23    else if (side==9){
24        printf("Nonagon");
25    }
26    else if (side==10){
27        printf("Decagon");
28    }
29    else{
30        printf("The number of sides is not supported.");
31    }
32 }
```

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```
1 #include <stdio.h>
2 int main(){
3     int year;
4     scanf("%d",&year);
5     if (year%12==8){
6         printf("Dragon");
7     }
8     else if(year%12==9){
9         printf("Snake");
10    }
11    else if(year%12==10){
12        printf("Horse");
13    }
14    else if(year%12==11){
15        printf("Sheep");
16    }
17    else if(year%12==0){
18        printf("Monkey");
19    }
20    else if(year%12==1){
21        printf("Rooster");
22    }
23    else if(year%12==2){
24        printf("Dog");
25    }
26    else if(year%12==3){
27        printf("Pig");
28    }
29    else if(year%12==4){
30        printf("Rat");
31    }
32    else if(year%12==5){
33        printf("Ox");
34    }
35    else if(year%12==6){
36        printf("Tiger");
37    }
38    else if(year%12==7){
39        printf("Hare");
40    }
41    return 0;
42 }
```

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```
1 #include <stdio.h>
2 int main(){
3     char col;
4     int row;
5     scanf("%c %d",&col,&row);
6     if((col=='a' || col=='c' || col=='e' || col=='g') &&(row==1 || row==3 || row==5 || row==7)){
7         printf("The square is black.");
8     }
9     else if((col=='b' || col=='d' || col=='f' || col=='h') &&(row==1 || row==3 || row==5 || row==7)){
10         printf("The square is white.");
11     }
12     else if((col=='b' || col=='d' || col=='f' || col=='h') &&(row==2 || row==4 || row==6 || row==8)){
13         printf("The square is black.");
14     }
15     else if((col=='a' || col=='c' || col=='e' || col=='g') &&(row==2 || row==4 || row==6 || row==8)){
16         printf("The square is white.");
17     }
18     return 0;
19 }
20 }
```

```

1 #include <stdio.h>
2 int main(){
3     int date,month,year,day=0;
4     scanf("%d %d %d %d",&date,&month,&year,&day);
5     switch(month-1){
6         case 11:
7             day=day+30;
8         case 10:
9             day=day+31;
10        case 9:
11            day=day+30;
12        case 8:
13            day=day+31;
14        case 7:
15            day=day+31;
16        case 6:
17            day=day+30;
18        case 5:
19            day=day+31;
20        case 4:
21            day=day+30;
22        case 3:
23            day=day+31;
24        case 2:
25            if((year%4==0 && year%100!=0) || (year%400==0)){
26                day=day+29;
27            }
28            else{
29                day=day+28;
30            }
31        case 1:
32            day=day+31;
33    }
34    day=day+date;
35    printf("%d",day);
36    return 0;
37 }

```

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```
1 #include <stdio.h>
2 int main(){
3     char shape;
4     int side1,side2,area;
5     scanf("%c",&shape);
6     scanf("%d %d",&side1,&side2);
7     switch (shape){
8         case 'R':
9             area=side1*side2;
10            break;
11            case 'S':
12                area=(side1*side2)/2;
13                break;
14                case 'T':
15                    area=side1*side2;
16                    break;
17                default:
18                    area=0;
19            }
20        printf("%d",area);
21        return 0;
22    }
```


Answer: (penalty regime: 0 %)

```
1 #include <stdio.h>
2 int main(){
3     int n,days,res;
4     scanf("%d",&n);
5     days=n%296;
6     res=days%10+1;
7     switch(res){
8         case 1:
9             printf("Sunday");
10            break;
11            case 2:
12                printf("Monday");
13                break;
14            case 3:
15                printf("Tuesday");
16                break;
17            case 4:
18                printf("Wednesday");
19                break;
20            case 5:
21                printf("Thursday");
22                break;
23            case 6:
24                printf("Friday");
25                break;
26            case 7:
27                printf("Saturday");
28                break;
29            case 8:
30                printf("Kryptonday");
31                break;
32            case 9:
33                printf("Coluday");
34                break;
35            case 10:
36                printf("Daxamday");
37                break;
38        }
39        return 0;
40    }
```