

# GE23131-Programming Using C-2024

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| Status    | Finished                          |
| Started   | Monday, 23 December 2024, 5:33 PM |
| Completed | Tuesday, 29 October 2024, 2:02 PM |
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Question 1

Correct

Marked out of 3.00

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Write a program to read two integer values and print true if both the numbers end with the same digit, otherwise print false. Example: If 698 and 768 are given, program should print true as they both end with 8. Sample Input 1 25 53 Sample Output 1 false Sample Input 2 27 77 Sample Output 2 true

Answer: (penalty regime: 0 %)

```
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 }
```

|   | Input | Expected | Got   |   |
|---|-------|----------|-------|---|
| ✓ | 25 53 | false    | false | ✓ |
| ✓ | 27 77 | true     | true  | ✓ |

Passed all tests! ✓

Question **2**

Correct

Marked out of  
5.00

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Objective

In this challenge, we're getting started with conditional statements.

Task

Given an integer, *n*, perform the following conditional actions:

- If *n* is odd, print Weird
- If *n* is even and in the inclusive range of **2** to **5**, print **Not Weird**
- If *n* is even and in the inclusive range of **6** to **20**, print **Weird**
- If *n* is even and greater than **20**, print **Not Weird**

Complete the stub code provided in your editor to print whether or not *n* is weird.

Input Format

**Constraints**

·  $1 \leq n \leq 100$

**Output Format**

Print Weird if the number is weird; otherwise, print Not Weird.

**Sample Input 0**

3

**Sample Output 0**

Weird

**Sample Input 1**

24

**Sample Output 1**

Not Weird

*Sample Case 0:  $n = 3$*

$n$  is odd and odd numbers are weird, so we print **Weird**.

*Sample Case 1:  $n = 24$*

$n > 20$  and  $n$  is even, so it isn't weird. Thus, we print **Not Weird**.

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

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

|   |    |           |           |   |
|---|----|-----------|-----------|---|
| ✓ | 3  | Weird     | Weird     | ✓ |
| ✓ | 24 | Not Weird | Not Weird | ✓ |

Passed all tests! ✓

Question **3**

Correct

Marked out of  
7.00

🚩 [Flag question](#)

Three numbers form a Pythagorean triple if the sum of squares of two numbers is equal to the square of the third. For example, 3, 5 and 4 form a Pythagorean triple, since  $3^2 + 4^2 = 25 = 5^2$ . You are given three integers, a, b, and c. They need not be given in increasing order. If they form a Pythagorean triple, then print "yes", otherwise, print "no". Please note that the output message is in small letters. Sample Input 1 3 5 4 Sample Output 1 yes Sample Input 2 5 8 2 Sample Output 2 no

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

```

1  #include <stdio.h>
2  int main(){
3      int a,b,c;
4      scanf("%d %d %d",&a,&b,&c);
5      if(a>b && a>c){
6          if(a*a==b*b+c*c){
7              printf("yes");
8          }
9      }
10     else{
11         printf("no");
12     }
13     else if(b>c && b>a){
14         if(b*b==a*a+c*c){
15             printf("yes");
16         }
17     }
18     else{
19         printf("no");
20     }
21     else{

```

```
25     }  
26     else{  
27         printf("no");  
28     }  
29 }
```

|   | Input       | Expected | Got |   |
|---|-------------|----------|-----|---|
| ✓ | 3<br>5<br>4 | yes      | yes | ✓ |
| ✓ | 5<br>8<br>2 | no       | no  | ✓ |

Passed all tests! ✓

Finish review