

REC-CIS

Sample Input 3

11

Sample Output 3

The number of sides is not supported.

Answer: (penalty regime: 0 %)

```
1 #include<stdio.h>
2 int main()
3 {
4     int a;
5     scanf("%d",&a);
6     if(a>=3&&a<11)
7     {
8         if(a==3)
9             printf("Triangle");
10        if(a==4)
11            printf("Quadrilateral");
12        if(a==5)
13            printf("Pentagon");
14        if(a==6)
15            printf("Hexagon");
16        if(a==7)
17            printf("Heptagon");
18        if(a==8)
19            printf("Octagon");
20        if(a==9)
21            printf("Nonagon");
22        if(a==10)
23            printf("Decagon");
```

REC-CJS

```

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

```

	Input	Expected	Got	
✓	3	Triangle	Triangle	✓
✓	7	Heptagon	Heptagon	✓
✓	11	The number of sides is not supported.	The number of sides is not supported.	✓

REC-CIS

Question 2
Correct
Marked out of 5.00
Flag question

The Chinese zodiac assigns animals to years in a 12-year cycle. One 12-year cycle is shown in the table below. The pattern repeats from there, with 2012 being another year of the Dragon, and 1999 being another year of the Hare.

Year	Animal
2000	Dragon
2001	Snake
2002	Horse
2003	Sheep
2004	Monkey
2005	Rooster
2006	Dog
2007	Pig
2008	Rat
2009	Ox
2010	Tiger
2011	Hare

Write a program that reads a year from the user and displays the animal associated with that year. Your program should work correctly for any year greater than or equal to zero, not just the ones listed in the table.

Sample Input 1

REC-CIS

2004

Sample Output 1

Monkey

Sample Input 2

2010

Sample Output 2

Tiger

Answer: (penalty regime: 0 %)

```
1 #include<stdio.h>
2 int main()
3 {
4     int y;
5     scanf("%d",&y);
6     if((y-2000)%12==0)
7         printf("Dragon");
8     if((y-2001)%12==0)
9         printf("Snake");
10    if((y-2002)%12==0)
11        printf("Horse");
```

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```
1 #include<stdio.h>
2 int main()
3 {
4     int y;
5     scanf("%d",&y);
6     if((y-2000)%12==0)
7         printf("Dragon");
8     if((y-2001)%12==0)
9         printf("Snake");
10    if((y-2002)%12==0)
11        printf("Horse");
12    if((y-2003)%12==0)
13        printf("Sheep");
14    if((y-2004)%12==0)
15        printf("Monkey");
16    if((y-2005)%12==0)
17        printf("Rooster");
18    if((y-2006)%12==0)
19        printf("Dog");
20    if((y-2007)%12==0)
21        printf("Pig");
22    if((y-2008)%12==0)
23        printf("Rat");
24    if((y-2009)%12==0)
25        printf("Ox");
26    if((y-2010)%12==0)
27        printf("Tiger");
28    if((y-2011)%12==0)
29        printf("Hare");
30    return 0;
31
32
33 }
```

REC-CIS

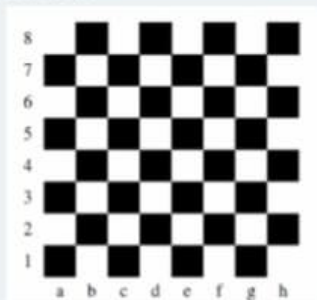
Question 3

Correct

Marked out of
7.00

Flag question

Positions on a chess board are identified by a letter and a number. The letter identifies the column, while the number identifies the row, as shown below:



Write a program that reads a position from the user. Use an if statement to determine if the column begins with a black square or a white square. Then use modular arithmetic to report the color of the square in that row. For example, if the user enters a1 then your program should report that the square is black. If the user enters d5 then your program should report that the square is white. Your program may assume that a valid position will always be entered. It does not need to perform any error checking.

Sample Input 1

a 1

Sample Output 1

REC-CIS

Answer: (penalty regime: 0 %)

```
1 #include<stdio.h>
2 int main()
3 {
4     int num;
5     char ca;
6     scanf("%c%d",&ca,&num);
7     if(ca==2)
8     {
9         if(num==1)
10        {
11            printf("The square is black.");
12        }
13        else
14        {
15            printf("The square is white.");
16        }
17    }
18    else
19    {
20        if(num==1)
21        {
22            printf("The square is white.");
23        }
24        else
25        {
26            printf("The square is black.");
27        }
28    }
29 }
30 }
```

Input	Expected	Got
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