```c
#include <stdio.h>
#include <cs50.h>

int main(void){
    printf("Input your shower time\n");
    int min = GetInt();
    int bottle = (192*min)/16;
    printf("Bottles required : %d ",bottle);
}
```

```c
#include <stdio.h>
#include <cs50.h>
#include <math.h>
int main(void){
    float money = 0;
    while(money <= 0 ){
        printf("Input change owed.Change cannot be negative or zero\n");
        money = GetFloat();
    }
    money = round(money*100);
    int count = 0;
    int change = (int)(money);
    while(true){
        if(change==0){
            break;
        }else if(change >= 25){
            count +=  change / 25;
            change = change % 25;
        }else if(change >= 10){
            count +=  change / 10;
            change = change % 10;
        }else if (change >= 5 && change < 10){
            count +=  change / 5;
            change = change % 5;
        }else if(change >=1 && change < 5){
            count +=  change;
            change = 0;
        }
    }
    printf("%d\n",count);
}
```

```c
#include <stdio.h>
#include <cs50.h>

int main(void){
    int height;
    do{

            printf("Input pyramid height. Height cannot be negative or greater than 23\n");
            height = GetInt();

    }while(height < 0 || height > 23);
    for(int row = 2; row <= height+1 ; row++){
        for(int space=height-row+1; space >= 1; space--){
            printf(" ");
        }
        for(int column = 1 ; column <= row ; column++){
                printf("#");
        }
        printf("\n");
    }

}
```

```c
#include<stdio.h>
int main(void){
    printf("Hello");
}
```