

Answer: (penalty regime: 0 %)

```
1 #include <stdio.h>
2 #include <math.h>
3 #include <stdlib.h>
4 typedef struct {
5     double area;
6     int a,b,c;
7 }Triangle;
8
9 double calculate_area(int a,int b,int c){
10     double p=(a+b+c)/2.0;
11     return sqrt(p*(p-a)*(p-b)*(p-c));
12 }
13 int compare(const void*x,const void*y){
14     Triangle *t1=(Triangle *)x;
15     Triangle *t2=(Triangle *)y;
16     if (t1->area < t2->area) return -1;
17     if (t1->area > t2->area) return 1;
18     return 0;
19 }
20 int main(){
21     int n;
22     scanf("%d",&n);
23     Triangle triangles[n];
24
25     for (int i=0; i<n;i++){
26         int a,b,c;
27         scanf("%d %d %d",&a,&b,&c);
28
29         triangles[i].a = a;
30         triangles[i].b = b;
31         triangles[i].c = c;
32         triangles[i].area = calculate_area(a,b,c);
33     }
34
35     qsort(triangles, n, sizeof(Triangle),compare);
36
37     for(int i=0;i<n;i++){
```

```

31     triangles[i].c = c;
32     triangles[i].area = calculate_area(a,b,c);
33 }
34
35 qsort(triangles, n, sizeof(Triangle),compare);
36
37 for(int i=0;i<n;i++){
38     printf("%d %d %d\n",triangles[i].a, triangles[i].b, triangles[i].c);
39 }
40 return 0;
41 }

```

	Input	Expected	Got	
✓	3 7 24 25 5 12 13 3 4 5	3 4 5 5 12 13 7 24 25	3 4 5 5 12 13 7 24 25	✓

Passed all tests! ✓

Answer: (penalty regime: 0 %)

```
1 #include <stdio.h>
2 int main(){
3     int n;
4     scanf("%d",&n);
5     for (int i=0;i<n;i++){
6         int length,width,height;
7         scanf("%d %d %d",&length,&width,&height);
8
9         if(height < 41){
10             int volume=length*width*height;
11             printf("%d\n",volume);
12         }
13     }
14 }
```

	Input	Expected	Got	
✓	4	125	125	✓
	5 5 5	80	80	
	1 2 40			
	10 5 41			
	7 2 42			

Passed all tests! ✓