

Correct

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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  $3*3 + 4*4 = 25 = 5*5$ . 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  {
4      int a,b,c;
5      scanf("%d %d %d",&a,&b,&c);
6      if((a*a + b*b==c*c) || (a*a+c*c==b*b))
7      {
8          printf("yes");
9      }
10     else
11     {
12         printf("no");
13     }
14     return 0;
15 }
```

### 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)
7      {
8          printf("Triangle");
9      }
10     else if(a==4)
11     {
12         printf("Square");
13     }
14     else if(a==5)
15     {
16         printf("Pentagon");
17     }
18     else if(a==6)
19     {
20         printf("Hexagon");
21     }
22     else if(a==7)
23     {
24         printf("Heptagon");
25     }
26     else if(a==8)
```

```
1 / ▼ {
2     printf("Triangle");
3 }
4
5 else if(a==4)
6 {
7     printf("Square");
8 }
9
10 else if(a==5)
11 {
12     printf("Pentagon");
13 }
14
15 else if(a==6)
16 {
17     printf("Hexagon");
18 }
19
20 else if(a==7)
21 {
22     printf("Heptagon");
23 }
24
25 else if(a==8)
26 {
27     printf("Octagon");
28 }
29
30 else if(a==9)
31 {
32     printf("Nonagon");
33 }
34
35 else if(a==10)
36 {
37     printf("Decagon");
38 }
39
40 else
41 {
42     printf("The number of sid
43 }
44 }
```

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



```
12         printf("Snake");
13     }
14     else if(x%12==10)
15     {
16         printf("Horse");
17     }
18     else if(x%12==11)
19     {
20         printf("Sheep");
21     }
22     else if(x%12==0)
23     {
24         printf("Monkey");
25     }
26     else if(x%12==1)
27     {
28         printf("Rooster");
29     }
30     else if(x%12==2)
31     {
32         printf("Dog");
33     }
34     else if(x%12==3)
35     {
36         printf("Pig");
37     }
38     else if(x%12==4)
39     {
40         printf("Rat");
41     }
42     else if(x%12==5)
43     {
44         printf("Ox");
45     }
46     else if(x%12==6)
47     {
48         printf("Tiger");
49     }
50     else if(x%12==7)
51     {
52         printf("Hare");
53     }
54     return 0;
55 }
```

### Sample Output 1

The square is black.

### Sample Input 2

d 5

### Sample Output 2

The square is white.

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

```
1  #include<stdio.h>
2  int main()
3  {
4      char x;
5      int y,i;
6      scanf("%c %d",&x,&y);
7      i=x-'a'+1;
8      if((i+y)%2==0)
9      {
10         printf("The square is bla
11     }
12     else
13     {
14         printf("The square is whi
15     }
16     return 0;
17 }
```

18

6

2020

### Sample Output 1

170

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

```
1  #include<stdio.h>
2  int main()
3  {
4      int m[12]={31,28,31,30,31,30,
5      int a,b,c,i,s=0;
6      scanf("%d\n %d\n %d\n",&a,&b,
7      s=s+a;
8      --b;
9      for(i=0;i<b;i++)
10     {
11         s=s+m[i];
12     }
13     if((c%4==0) || c%100!=0 || c%400=
14     {
15         s++;
16     }
17     printf("%d",s);
18     return 0;
19 }
```

Here are the rules of the calendar: • The calendar starts with Sunday always. • It has only 296 days. After the 296th day, it goes back to Sunday. You begin your journey on a Sunday and will reach after n. You have to tell on which day you will arrive when you reach there.

Input format: •

Contain a number n ( $0 < n$ )

Output format: Print the name of the day you are arriving on

Example Input

7

Example Output

Kryptonday

Example Input

1

Example Output Monday

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

```
1  #include<stdio.h>
2  int main()
3  {
4      int n;
5      char*days={"Sunday","Monday
6      scanf("%d",&n);
7      int arrival_day=(n%296)%10;
8      printf("%s\n",days[arrival_da
9      return 0;
10 }
```



## Sample Output 4

0

### Explanation:

- First is output of area of rectangle
- Then, output of area of triangle
- Then output of area square
- Finally, something random, so we print 0

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

```
1  #include<stdio.h>
2  int main()
3  {
4      char shape;
5      int side1,side2;
6      scanf("%c %d %d",&shape,&side1,&side2);
7      int area;
8      switch(shape)
9      {
10         case 'R':
11             area=side1*side2;
12             break;
13         case 'S':
14             area=(side1*side2)/2;
15             break;
16         case 'T':
17             area=side1*side2;
18             break;
19         default:
20             area=0;
21     }
22     printf("%d\n",area);
23     return 0;
24 }
```