Status	Finished
Started	Monday, 23 December 2024, 5:33 PM
Completed	Tuesday, 12 November 2024, 12:50 PM
Duration	41 days 4 hours

Question **1**

Correct

Marked out of 3.00

Flag question

Some data sets specify dates using the year and day of year rather than the year, month, and day of month. The day of year (DOY) is the sequential day number starting with day 1 on January 1st.

There are two calendars - one for normal years with 365 days, and one for leap years with 366 days. Leap years are divisible by 4. Centuries, like 1900, are not leap years unless they are divisible by 400. So, 2000 was a leap year.

To find the day of year number for a standard date, scan down the Jan column to find the day of month, then scan across to the appropriate month column and read the day of year number. Reverse the process to find the standard date for a given day of year.

Write a program to print the Day of Year of a given date, month and year.

Sample Input 1

18

6

2020

Sample Output 1

170

Answer: (penalty regime: 0 %)

```
#include<stdio.h>
int main()
{
    int d,y,m,i,x=0;
    scanf("%d %d %d",&d,&m,&y);
    for(i=1;i<m;i++)
    {
        if(y%4==0)
        {
            if(i==2)
            {
                x=x+29;
            }
            else if(i%2==0&&i!=0)
            {
                x=x+30;
            }
```

Sample Input 1

18

6

2020

Sample Output 1

170

Answer: (penalty regime: 0 %)

```c
#include<stdio.h>
int main()
{
    int d,y,m,i,x=0;
    scanf("%d %d %d",&d,&m,&y);
    for(i=1;i<m;i++)
    {
        if(y%4==0)
        {
            if(i==2)
            {
                x=x+29;
            }
            else if(i%2==0&&i!=0)
            {
                x=x+30;
            }
            else
            {
                x=x+31;
            }
        }
        else
        {
            if(i==2)
            {
                x=x+28;
            }
            else if(i%2==0&&i!=2)
            {
                x=x+30;
            }
            else
            {
                x=x+31;
            }
        }
    }
    printf("%d",x+d);
}
```

	Input	Expected	Got	
✓	18 6 2020	170	170	✓

Passed all tests! ✓

Suppandi is trying to take part in the local village math quiz. In the first round, he is asked about shapes and areas. Suppandi, is confused, he was never any good at math. And also, he is bad at remembering the names of shapes. Instead, you will be helping him calculate the area of shapes.

- When he says rectangle he is actually referring to a square.
- When he says square, he is actually referring to a triangle.
- When he says triangle he is referring to a rectangle
- And when he is confused, he just says something random. At this point, all you can do is say 0.

Help Suppandi by printing the correct answer in an integer.

Input Format

- Name of shape (always in upper case R à Rectangle, S à Square, T à Triangle)
- Length of 1 side
- Length of other side

Note: In case of triangle, you can consider the sides as height and length of base

Output Format

- Print the area of the shape.

Sample Input 1

T

10

20

Sample Output 1

200

Sample Input 2

S

30

40

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 %)

```c
#include <stdio.h>
int main()
{
    char c;
    int l,b,r;
    scanf("%c%d%d",&c,&l,&b);
    if(c=='T')
    {
        r=l*b;
        printf("%d",r);
    }
    else if(c=='R')
    {
        r=l*b;
        printf("%d",r);
    }
    else if(c=='S')
    {
        r=0.5*(l*b);
        printf("%d",r);
    }
    else
    {
        printf("%d",0);
    }
}
```

	Input	Expected	Got	
✓	T 10 20	200	200	✓
✓	S 30 40	600	600	✓
✓	B 2 11	0	0	✓
✓	R 10 30	300	300	✓
✓	S 40 50	1000	1000	✓

Passed all tests! ✓