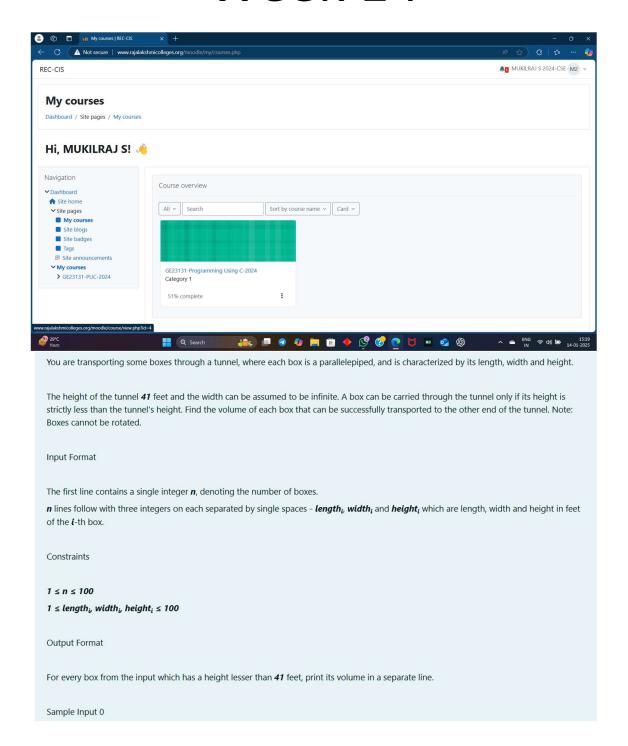
## Week 14



```
4
555
1240
10541
7242

Sample Output 0

125
80

Explanation 0

The first box is really low, only 5 feet tall, so it can pass through the tunnel and its volume is 5 x 5 x 5 = 125.

The second box is sufficiently low, its volume is 1 x 2 x 4 = 80.

The third box is exactly 41 feet tall, so it cannot pass. The same can be said about the fourth box.
```

Answer: (penalty regime: 0 %)

```
1 #include<stdio.h>
    int main()
 2
3
         int n;
scanf("%d",&n);
4
5
6
         for(int i=0;i<n;i++)</pre>
              int length,width,height;
scanf("%d %d %d",&length,&width,&height);
 8
              if(height<41)
10
11
              {
12
                  int volume=length*width*height;
13
                  printf("%d\n",volume);
14
15
16
```

You are given n triangles, specifically, their sides  $a_i$ ,  $b_i$  and  $c_i$ . Print them in the same style but sorted by their areas from the smallest one to the largest one. It is guaranteed that all the areas are different.

The best way to calculate a volume of the triangle with sides  ${\it a}, {\it b}$  and  ${\it c}$  is Heron's formula:

 $S = \ddot{O} p * (p - a) * (p - b) * (p - c)$  where p = (a + b + c) / 2.

**Input Format** 

First line of each test file contains a single integer n. n lines follow with  $a_i$ ,  $b_i$  and  $c_i$  on each separated by single spaces.

Constraints

 $1 \le n \le 100$   $1 \le a_i, b_i, c_i \le 70$   $a_i + b_i > c_i, a_i + c_i > b_i, and b_i + c_i > a_i$ 

**Output Format** 

Print exactly n lines. On each line print 3 integers separated by single spaces, which are  $a_i$ ,  $b_i$  and  $c_i$  of the corresponding triangle.

Sample Input 0

3

7 24 25

5 12 13

3 4 5

Sample Output 0

345

5 12 13

7 24 25

Explanation 0

The square of the first triangle is **84**. The square of the second triangle is **30**. The square of the third triangle is **6**. So the sorted order is the reverse one.

Answer: (penalty regime: 0 %)

```
#1nclude<std10.h>
         #include<math.h>
         #include<stdlib.h>
      3
     4
         typedef struct
      5
      6
              int a,b,c;
             double area;
      7
      8
      9
         triangle;
         double calculate_area(int a,int b,int c)
     10
     11
     12
             double p=(a+b+c)/2.0;
     13
             return sqrt(p*(p-a)*(p-b)*(p-c));
     14
     15
         int compare(const void*t1,const void*t2)
     16
     17 ,
     18
             triangle*tri1=(triangle*)t1;
             triangle*tri2=(triangle*)t2;
     19
     20
              if(tri1->area<tri2->area)
     21
             return 1;
     22
             if(tri1->area>tri2->area)
     23
             return 1;
     24
             return 0;
     25
     26
         int main()
     27 •
             int n;
scanf("%d",&n);
     28
     29
             triangle triangles[n];
     30
     31
             for(int i=0;i<n;i++)</pre>
     32
                  int a,b,c;
scanf("%d %d %d",&a,&b,&c);
     33
     34
                  triangles[i].a=a;
     35
     36
                  triangles[i].b=b;
     37
                  triangles[i].c=c;
            triangles[i].area=calculate_area(a,b,c);
38
39
40
41
        qsort(triangles,n,sizeof(triangle),compare);
        for(int i=0;i<n;i++)</pre>
42
43
44
            printf("%d %d %d\n",triangles[i].a,triangles[i].b,triangles[i].c);
45
46
47
```

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

Passed all tests! <