





Practice Arena

Practice problems aimed to improve your coding skills.


 PRACTICE-02_SCAN-PRINT

 PRACTICE-03_TYPES


 LAB-PRAC-02_SCAN-PRINT


 Mr C goes on a diet


 Permute Password


 Escapes around Tutors

 Amusing Fractions

 P and C

 Build a Rhombus

 Developing Interest at IITK

 Pick your Choice

 Lego Safe

 Race Car

 Reverse Gear


 Numerical Flowers

 LAB-PRAC-01


 PRACTICE-04_COND


 BONUS-PRAC-02

 LAB-PRAC-03_TYPES


 PRACTICE-05_COND-LOOPS

 LAB-PRAC-04_COND


 LAB-PRAC-05_CONDLOOPS


 PRACTICE-07_LOOPS-ARR


 LAB-PRAC-06_LOOPS


 LAB-PRAC-07_LOOPS-ARR


 LABEXAM-PRAC-01_MIDSEM


 PRACTICE-09_PTR-MAT


 LAB-PRAC-08_ARR-STR


 PRACTICE-10_MAT-FUN

 LAB-PRAC-09_PTR-MAT


 LAB-PRAC-10_MAT-FUN


 PRACTICE-11_FUN-PTR

 LAB-PRAC-11_FUN-PTR

 LAB-PRAC-12_FUN-STRUC

 LABEXAM-PRAC-02_ENDSEM

 LAB-PRAC-13_STRUC-NUM

 LAB-PRAC-14_SORT-MISC

Race Car

LAB-PRAC-02_SCAN-PRINT

Race Car [20 marks]

Problem Statement

Let us recall the equations of motion. If u is initial velocity, a is acceleration, t is time spent, s is displacement, and v is final velocity, then we have

1. $v = u + a * t$
2. $s = u*t + 1/2*a*t*t$
3. $v*v = u*u + 2*a*s$

Your car is driving at current speed u m/sec. You decide to accelerate at a m/sec for t seconds. Your job is to output your velocity at the end of t seconds as well as your displacement in these t seconds. If the velocity or displacement answers are not integers, output just the integer part of the answer. For example, if your velocity is 78.23 m/sec, you should output 78. Similarly, if your displacement is 114.79 m, you should output 114. Print both outputs on different lines.

Caution

1. Do not use `math.h` or any header file other than `stdio.h`
2. Use only integer variables. No floats, doubles etc.
3. Do not use loops or conditional statements.
4. Be careful about missing/extra spaces and missing/extra lines.

HINTS:

1. Visible test case number 1 is there to confirm if you are giving output in the correct format or not. Be careful about extra spaces and lines.
2. Visible test case number 2 is there to check if you are performing integer arithmetic operations properly or not.

INPUT:

u a t

OUTPUT:

velocity after t seconds

displacement during these t seconds

EXAMPLE:

INPUT

1 1 1

OUTPUT:

2

1

Grading Scheme:

Total marks: **[20 Points]**

There will be partial grading in this question. In each test case, 50% marks are for giving the correct velocity and 50% marks will be for giving the correct displacement i.e. if a test case is worth 2 points, 1 point is for correct velocity and 1 point for correct displacement.

Please remember, however, that when you press Submit/Evaluate, you will get a green bar only if all parts of your answer are correct. Thus, if your answer is only partly correct, Prutor will say that you have not passed that test case completely, but when we do autograding afterwards, you will get partial marks.

Each visible test case is worth 2 points and each hidden test case is worth 4 points. There are 2 visible test cases and 4 hidden test cases.

 **Start Solving!** (</editor/practice/5958>)