```c
#include<stdio.h>
int main(){
    int n;
    scanf("%d",&n);
    for(int i=0;i<n;i++){
        int l,w,h;
        scanf("%d %d %d",&l,&w,&h);
        if(h<41){
            int vol=l*w*h;
            printf("%d\n",vol);
        }
    }
}
```

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

Passed all tests! ✓

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```
1   #include<stdio.h>
2   #include<math.h>
3   #include<stdlib.h>
4   typedef struct{
5       double area;
6       int a,b,c;
7   }tri;
8   double cal_area(int a,int b,int c){
9       double p=(a+b+c)/2.0;
10      return sqrt(p*(p-a)*(p-b)*(p-c));
11  }
12  int compare(const void*x,const void*y){
13      tri *t1=(tri *)x;
14      tri *t2=(tri *)y;
15      if(t1->area<t2->area)return -1;
```

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```
16        if(t1->area>t2->area)return 1;
17        return 0;
18  }
19  int main(){
20        int n;
21        scanf("%d",&n);
22        tri triangles[n];{
23        for(int i=0;i<n;i++){
24            int a,b,c;
25            scanf("%d %d %d",&a,&b,&c);
26            triangles[i].a=a;
27            triangles[i].b=b;
28            triangles[i].c=c;
29            triangles[i].area=cal_area(a,b,c);
30        }
```

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

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	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! ✓