

<b>Status</b>	Finished
<b>Started</b>	Wednesday, 29 October 2025, 6:12 PM
<b>Completed</b>	Wednesday, 29 October 2025, 7:10 PM
<b>Duration</b>	57 mins 28 secs

**Question 1**

Correct

A set of N numbers (separated by one space) is passed as input to the program. The program must identify the count of numbers where the number is odd number.

**Input Format:**

The first line will contain the N numbers separated by one space.

**Boundary Conditions:**

$3 \leq N \leq 50$

The value of the numbers can be from -99999999 to 99999999

**Output Format:**

The count of numbers where the numbers are odd numbers.

**Example Input / Output 1:**

**Input:**

5 10 15 20 25 30 35 40 45 50

**Output:**

5

**Explanation:**

The numbers meeting the criteria are 5, 15, 25, 35, 45.

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

```
1 #include<stdio.h>
2 int main()
3 {
4     int num, count=0;
5     char ch;
6     do
7     {
8         scanf("%d",&num);
9         if(num%2==1)
10            count++;
11         scanf("%c",&ch);
12     }
13     while(ch!='\n')·
```

```
-- 14 |     printf("%d", count);
15 |     return 0;
16 | }
```



	<b>Input</b>	<b>Expected</b>	<b>Got</b>
✓	5 10 15 20 25 30 35 40 45 50	5	5 ✓

Passed all tests! ✓



**Question 2**

Correct

Given a number N, return true if and only if it is a *confusing number*, which satisfies the following condition:

We can rotate digits by 180 degrees to form new digits. When 0, 1, 6, 8, 9 are rotated 180 degrees, they become 0, 1, 9, 8, 6 respectively. When 2, 3, 4, 5 and 7 are rotated 180 degrees, they become invalid. A *confusing number* is a number that when rotated 180 degrees becomes a **different** number with each digit valid.

**Example 1:**

6 -> 9

Input:

6

Output:

true

Explanation:

We get 9 after rotating 6, 9 is a valid number and  $9 \neq 6$ .

**Example 2:**

89 -> 68

Input:

89

Output:

true

Explanation:

We get 68 after rotating 89, 86 is a valid number and  $86 \neq 89$ .

**Example 3:**

11 -&gt; 11

Input:

11

Output:

false

Explanation:

We get 11 after rotating 11, 11 is a valid number but the value remains the same, thus 11 is not a confusing number.

**Note:**

1.  $0 \leq N \leq 10^9$
2. After the rotation we can ignore leading zeros, for example if after rotation we have 0008 then this number is considered as just 8.

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

```

1 #include<stdio.h>
2 int main()
3 {
4     int num,temp,rem,rev=0,flag=1;
5     scanf("%d",&num);
6     temp=num;
7     while(num>0)
8     {
9         rem=num%10;
10        if(rem==2||rem==3||rem==4||rem==5||rem==7)flag=0;
11        else if(rem==6)
12            rem=9;
13        else if(rem==9)
14            rem=6;
15        rev=rev*10+rem;
16        num=num/10;
17    }
18    if(flag==0)
19        printf("false");
20    else if (rev!=temp)
21        printf("true");
22    else
23        printf("false");
24    return 0;
25
26
27 }
```



	<b>Input</b>	<b>Expected</b>	<b>Got</b>	
✓	6	true	true	✓
✓	89	true	true	✓
✓	25	false	false	✓

Passed all tests! ✓

**Question 3**

Correct

**Problem Statement:**

In a small data-entry office, the operator records daily temperature changes in a city. Positive numbers indicate temperature rises, and negative numbers indicate temperature drops.

The operator enters all temperature changes for a day on a single line, separated by spaces. Once the operator presses Enter, the program must calculate and display:

- The total count of positive temperature changes.
- The total count of negative temperature changes.

This will help the office track how many times the temperature rose or fell during the day.

**Boundary Conditions:**

The number of integers entered can vary.

Each integer can range from -99999999 to 99999999.

**Sample Input:**

5 -2 10 0 -3 7

**Sample Output:**

Positive numbers count: 3

Negative numbers count: 2

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

```
1 #include<stdio.h>
2 int main()
3 {
4     int num;
5     int positivecount=0,negativecount=0;
6     while(scanf("%d",&num)==1)
7     {
8         if(num>=0)
9             positivecount++;
10        else if(num<0)
11            negativecount++;
12    }
13    printf("Positive numbers count: %d\n", positivecount);
14    printf("Negative numbers count: %d\n", negativecount);
15    return 0;
16 }
```



	<b>Input</b>	<b>Expected</b>	<b>Got</b>
✓	-10 5 6 -6	Positive numbers count: 2 Negative numbers count: 2	Positive numbers count: 2 Negative numbers count: 2
✓	10 -6 6 7 8 9 4 0	Positive numbers count: 7 Negative numbers count: 1	Positive numbers count: 7 Negative numbers count: 1

Passed all tests! ✓