

Sample Output 1

Not Weird

Explanation

Sample Case 0: $n = 3$

n is odd and odd numbers are weird, so we print **Weird**.

Sample Case 1: $n = 24$

$n > 20$ and n is even, so it isn't weird. Thus, we print **Not Weird**.

Answer: (penalty regime: 0 %)

```
1 #include<stdio.h>
2 int main()
3 {
4     int a;
5     scanf("%d",&a);
6     if(a%2==0)
7     {
8         if(a>=2&&a<=5)
9             printf("Not Weird");
10        else if(a>=6&&a<=20)
11            printf("Weird");
12        else
13            printf("Not Weird");
14    }
15    else
16        printf("Weird");
17 }
```

| | Input | Expected | Got | |
|---|-------|-----------|-----------|---|
| ✓ | 3 | Weird | Weird | ✓ |
| ✓ | 24 | Not Weird | Not Weird | ✓ |

Passed all tests! ✓

Three numbers form a Pythagorean triple if the sum of squares of two numbers is equal to the square of the third. For example, 3, 5 and 4 form a Pythagorean triple, since $3^2 + 4^2 = 25 = 5^2$. You are given three integers, a, b, and c. They need not be given in increasing order. If they form a Pythagorean triple, then print "yes", otherwise, print "no". Please note that the output message is in small letters. Sample Input 1 3 5 4 Sample Output 1 yes Sample Input 2 5 8 2 Sample Output 2 no

Answer: (penalty regime: 0 %)

```
1 #include<stdio.h>
2 int main()
3 {
4     int a,b,c;
5     scanf("%d%d%d",&a,&b,&c);
6     if(a>b&&a>c)
7     {
8         if(b*b+c*c==a*a)
9             printf("yes");
10        else
11            printf("no");
12    }
13    else if(b>c)
14    {
15        if(a*a+c*c==b*b)
16            printf("yes");
17        else
18            printf("no");
19    }
20    else
21    {
22        if(a*a+b*b==c*c)
23            printf("yes");
24        else
25            printf("no");
26    }
27 }
28 }
```

| | Input | Expected | Got | |
|---|-------------|----------|-----|---|
| ✓ | 3 5 4 | yes | yes | ✓ |
| ✓ | 5 8 2 | no | no | ✓ |

Passed all tests! ✓

Write a program to read two integer values and print true if both the numbers end with the same digit, otherwise print false. Example: If 698 and 768 are given, program should print true as they both end with 8. Sample Input 1 25 53
Sample Output 1 false Sample Input 2 27 77 Sample Output 2 true

Answer: (penalty regime: 0 %)

```
1 #include<stdio.h>
2 int main()
3 {
4     int a,b,c,d;
5     scanf("%d%d",&a,&b);
6     c=a%10;
7     d=b%10;
8     if(c==d)
9         printf("true");
10    else
11        printf("false");
12 }
```

| | Input | Expected | Got | |
|---|-------|----------|-------|---|
| ✓ | 25 53 | false | false | ✓ |
| ✓ | 27 77 | true | true | ✓ |

Passed all tests! ✓

Sample Input 2

d 5

Sample Output 2

The square is white.

Answer: (penalty regime: 0 %)

```
1 #include<stdio.h>
2 int main()
3 {
4     int a,b;
5     char c;
6     scanf("%c%d",&c,&a);
7     b=c+a;
8     if(b%2==0)
9         printf("The square is black.");
10    else
11        printf("The square is white.");
12 }
```

| | Input | Expected | Got | |
|---|-------|----------------------|----------------------|---|
| ✓ | a 1 | The square is black. | The square is black. | ✓ |
| ✓ | d 5 | The square is white. | The square is white. | ✓ |

Passed all tests! ✓

Sample Input 3

11

Sample Output 3

The number of sides is not supported.

Answer: (penalty regime: 0 %)

```
1 #include<stdio.h>
2 int main()
3 {
4     int a;
5     scanf("%d",&a);
6     if(a==3)
7         printf("Triangle");
8     else if(a==4)
9         printf("Square");
10    else if(a==5)
11        printf("Pentagon");
12    else if(a==6)
13        printf("Hexagon");
14    else if(a==7)
15        printf("Heptagon");
16    else if(a==8)
17        printf("Octagon");
18    else if(a==9)
19        printf("Nonagon");
20    else if(a==10)
21        printf("Decagon");
22    else
23        printf("The number of sides is not supported.");
24 }
```

| | Input | Expected | Got | |
|---|-------|---------------------------------------|---------------------------------------|---|
| ✓ | 3 | Triangle | Triangle | ✓ |
| ✓ | 7 | Heptagon | Heptagon | ✓ |
| ✓ | 11 | The number of sides is not supported. | The number of sides is not supported. | ✓ |

Passed all tests! ✓

Sample Input 2

2010

Sample Output 2

Tiger

Answer: (penalty regime: 0 %)

```
1 #include<stdio.h>
2 int main()
3 {
4     int a,b;
5     scanf("%d",&a);
6     b=a%12;
7     if(b==8)
8         printf("Dragon");
9     else if(b==9)
10        printf("Snake");
11    else if(b==10)
12        printf("Horse");
13    else if(b==11)
14        printf("Sheep");
15    else if(b==0)
16        printf("Monkey");
17    else if(b==1)
18        printf("Rooster");
19    else if(b==2)
20        printf("Dog");
21    else if(b==3)
22        printf("Pig");
23    else if(b==4)
24        printf("Rat");
25    else if(b==5)
26        printf("Ox");
27    else if(b==6)
28        printf("Tiger");
29    else if(b==7)
30        printf("Hare");
31 }
```

| | Input | Expected | Got | |
|---|-------|----------|--------|---|
| ✓ | 2004 | Monkey | Monkey | ✓ |
| ✓ | 2010 | Tiger | Tiger | ✓ |

Sample Input 1

18
6
2020

Sample Output 1

170

Answer: (penalty regime: 0 %)

```
1 #include<stdio.h>
2 int main()
3 {
4     int a,b,c,feb;
5     scanf("%d%d%d",&a,&b,&c);
6     if(((c%4==0)&&(c%100!=0))||c%400==0)
7     {
8         feb=29;
9     }
10    else
11    feb=28;
12    if(b==1)
13    printf("%d",a);
14    else if(b==2)
15    printf("%d",31+a);
16    else if(b==3)
17    printf("%d",31+feb+a);
18    else if(b==4)
19    printf("%d",31+feb+31+a);
20    else if(b==5)
21    printf("%d",31+feb+31+30+a);
22    else if(b==6)
23    printf("%d",31+feb+31+30+31+a);
24    else if(b==7)
25    printf("%d",31+feb+31+30+31+30+a);
26    else if(b==8)
27    printf("%d",31+feb+31+30+31+30+31+a);
28    else if(b==9)
29    printf("%d",31+feb+31+30+31+30+31+31+a);
30    else if(b==10)
31    printf("%d",31+feb+31+30+31+30+31+31+30+a);
32    else if(b==11)
33    printf("%d",31+feb+31+30+31+30+31+31+30+31+a);
34    else
35    printf("%d",31+feb+31+30+31+30+31+31+30+31+30+a);
36 }
```

| | Input | Expected | Got | |
|---|-----------------|----------|-----|---|
| ✓ | 18 6 2020 | 170 | 170 | ✓ |

Answer: (penalty regime: 0 %)

```
1 #include<stdio.h>
2 int main()
3 {
4     int n,day;
5     scanf("%d",&n);
6     if(n<296)
7         day=n;
8     else
9         day=n-296;
10    day%=10;
11    day=day+1;
12    day%=10;
13    switch(day)
14    {
15        case 1:
16            printf("Sunday");
17            break;
18        case 2:
19            printf("Monday");
20            break;
21        case 3:
22            printf("Tuesday");
23            break;
24        case 4:
25            printf("Wednesday");
26            break;
27        case 5:
28            printf("Thursday");
29            break;
30        case 6:
31            printf("Friday");
32            break;
33        case 7:
34            printf("Saturday");
35            break;
36        case 8:
37            printf("Kryptonday");
38            break;
39        case 9:
40            printf("Coluday");
41            break;
42        case 10:
43            printf("Daxamday");
44            break;
45    }
46 }
```

| | Input | Expected | Got | |
|---|-------|------------|------------|---|
| ✓ | 7 | Kryptonday | Kryptonday | ✓ |
| ✓ | 1 | Monday | Monday | ✓ |

Passed all tests! ✓

Sample Input

C
9
10

Sample Output 4

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 %)

```
1 #include<stdio.h>
2 int main()
3 {
4     int a,b;
5     char c;
6     scanf("%c\n",&c);
7     scanf("%d\n%d",&a,&b);
8     if(c=='R')
9         printf("%d",a*b);
10    else if(c=='T')
11        printf("%d",a*b);
12    else if(c=='S')
13        printf("%f",0.5*a*b);
14    else
15        printf("0");
16 }
```

| | Input | Expected | Got | |
|---|---------------|----------|------------|---|
| ✓ | T 18 28 | 288 | 288 | ✓ |
| ✓ | S 38 48 | 608 | 608.000000 | ✓ |
| ✓ | R 2 11 | 8 | 8 | ✓ |