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1.
#include <stdio.h>
int main() {
  int x, y, z;
  printf("Enter the value of x: ");
  scanf("%d", &x);
  printf("Enter the value of y: ");
  scanf("%d", &y);
  printf("Enter the value of z: ");
  scanf("%d", &z);
  if ((x > y \&\& x < z) || (x < y \&\& x > z)) {
     printf("1\n");
  } else if ((y > x & y < z) || (y < x & y > z)) {
     printf("2\n");
  } else {
     printf("3\n");
  }
  return 0;
}
2.
#include <stdio.h>
#include <string.h>
#include <ctype.h>
int isStrongPassword(const char *password) {
  int length = strlen(password);
  int hasLowerCase = 0, hasUpperCase = 0, hasDigit = 0, hasSpecialChar = 0;
  for (int i = 0; i < length; i++) {
     if (islower(password[i])) {
        hasLowerCase = 1;
     } else if (isupper(password[i])) {
        hasUpperCase = 1;
     } else if (isdigit(password[i])) {
       hasDigit = 1;
     } else if (strchr("!@#$%^&*()-+", password[i])) {
       hasSpecialChar = 1;
     }
  }
```

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return (length >= 8) && hasLowerCase && hasUpperCase && hasDigit &&
hasSpecialChar;
}
int main() {
  char password[50];
  printf("Enter the password: ");
  scanf("%s", password);
  if (isStrongPassword(password)) {
    printf("The password is strong.\n");
  } else {
    printf("The password is not strong.\n");
  }
  return 0;
}
3.
#include <stdio.h>
#include <math.h>
int main() {
  int projectHours, availableDays;
  printf("Enter the number of hours needed for the project: ");
  scanf("%d", &projectHours);
  printf("Enter the number of available days: ");
  scanf("%d", &availableDays);
  int normalWorkingDays = availableDays - (int)(0.1 * availableDays);
  int normalWorkingHours = normalWorkingDays * 8;
  int trainingDays = availableDays - normalWorkingDays;
  int trainingHours = trainingDays * 8;
  int totalWorkingHours = normalWorkingHours + trainingHours;
  int hoursLeft = projectHours - totalWorkingHours;
```

```
if (hoursLeft <= 0) {
    printf("The project can be finished on time.\n");
} else {
    printf("The project cannot be finished on time. Hours needed: %d\n", hoursLeft);
}
return 0;
}</pre>
```