

Answer: (penalty regime: 0 %)

```
1 #include<stdio.h>
2 int main()
3 {
4     int a;
5     scanf("%d",&a);
6     if(a==3)
7     {
8         printf("Triangle");
9     }
10    else if(a==4)
11    {
12        printf("Square");
13    }
14    else if(a==5)
15    {
16        printf("Pentagon");
17    }
18    else if(a==6)
19    {
20        printf("Hexagon");
21    }
22    else if(a==7)
23    {
24        printf("Heptagon");
25    }
26    else if(a==8)
27    {
28        printf("Octagon");
29    }
30    else if(a==9)
31    {
32        printf("Nonagon");
33    }
34    else if(a==10)
35    {
36        printf("Decagon");
37    }
38    else
39    {
40        printf("The number of sides is no
41    }
42    return 0;
43 }
```

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

Passed all tests! ✓

## Sample Output 2

Tiger

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

```
1 #include<stdio.h>
2 int main()
3 {
4     int a;
5     scanf("%d",&a);
6     if(a==2000||(a-2000)%12==0)
7         printf("Dragon");
8     else if(a==2001||(a-2001)%12==0)
9         printf("Snake");
10    else if(a==2002||(a-2002)%12==0)
11        printf("Horse");
12    else if(a==2003||(a-2003)%12==0)
13        printf("Sheep");
14    else if(a==2004||(a-2004)%12==0)
15        printf("Monkey");
16    else if(a==2005||(a-2005)%12==0)
17        printf("Rooster");
18    else if(a==2006||(a-2006)%12==0)
19        printf("Dog");
20    else if(a==2007||(a-2007)%12==0)
21        printf("Pig");
22    else if(a==2008||(a-2008)%12==0)
23        printf("Rat");
24    else if(a==2009||(a-2009)%12==0)
25        printf("ox");
26    else if(a==2010||(a-2010)%12==0)
27        printf("Tiger");
28    else if(a==2011||(a-2011)%12==0)
29        printf("Hare");
30    return 0;
31 }
32
```

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

Passed all tests! ✓

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

```
1 #include<stdio.h>
2 int main()
3 {
4     int a;
5     char x;
6     scanf("%c %d",&x,&a);
7     if(x=='a' || x=='c' || x=='e' || x=='g')
8     {
9         if(a%2==0)
10            printf("The square is white.");
11        else
12            printf("The square is black.");
13    }
14    if(x=='b' || x=='d' || x=='f' || x=='h')
15    {
16        if(a%2==0)
17            printf("The square is black.");
18        else
19            printf("The square is white.");
20    }
21    return 0;
22 }
```

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! ✓

Finish review