

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

```
1 #include<stdio.h>
2 struct Box{
3     int length;
4     int width;
5     int height;
6 };
7 int main()
8 {
9     int n;
10    scanf("%d",&n);
11    struct Box boxes[n];
12    for(int i=0;i<n;i++)
13    {
14        scanf("%d %d %d", &boxes[i].length, &boxes[i].width, &boxes[i].height);
15        if(boxes[i].height<41)
16        {
17            printf("%d\n",boxes[i].length);
18        }
19    }
20    return 0;
21 }
```

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

Passed all tests! ✓



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

```
1 #include<stdio.h>
2 #include<math.h>
3 struct Triangle
4 {
5     int a,b,c;
6     double area;
7 };
8 int main()
9 {
```

```
6     double area;
7 };
8 int main()
9 {
10     int n;
11     scanf("%d",&n);
12     struct Triangle triangles[n];
13     for(int i=0;i<n;i++)
14     {
15         scanf("%d %d %d", &triangles[i].a, &triangles[i].b, &triangles[i].c);
16         double p = (triangles[i].a + triangles[i].b + triangles[i].c)/2;
17         triangles[i].area=sqrt(p*(p-triangles[i].a)*(p-triangles[i].b)*(p-triangles[i].c));
18     }
19     for(int i=0;i<n-1;i++)
20     {
21         for(int j=i+1;j<n;j++)
```

```

22     {
23         if(triangles[i].area > triangles[j].area)
24         {
25             struct Triangle temp = triangles[i];
26             triangles[i] = triangles[j];
27             triangles[j] = temp;
28         }
29     }
30 }

29     }
30 }
31 for(int i=0;i<n;i++)
32 {
33     printf("%d %d %d\n", triangles[i].a, triangles[i].b, triangles[i].c);
34 }
35 return 0;
36 }

35 return 0;
36 }

```

	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! ✓