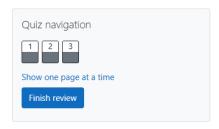
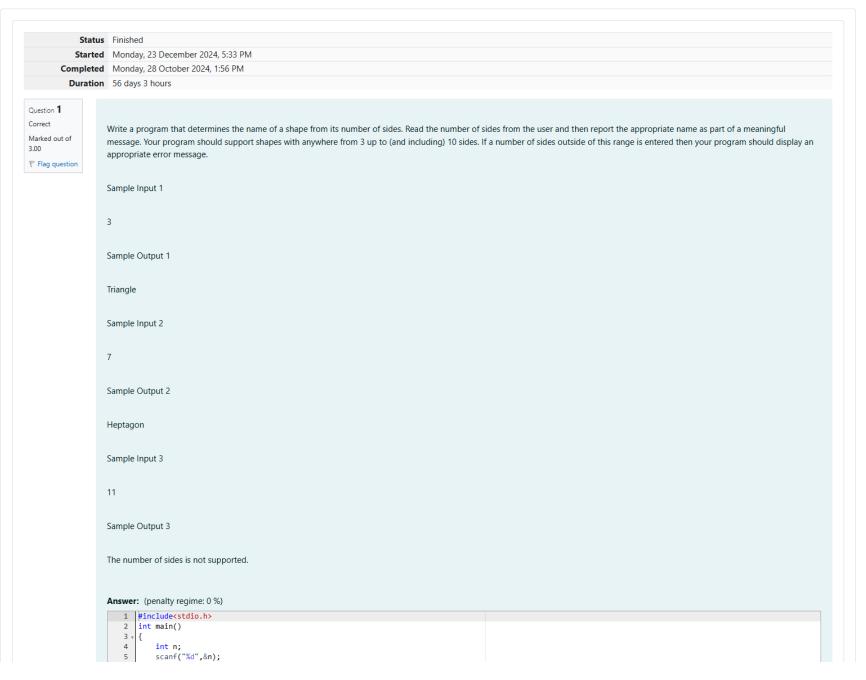
## GE23131-Programming Using C-2024





```
if((n>=3)&&(n<=10)){
            if(n==3){
    printf("Triangle");
 7
 8
9
            else if (n==4){
printf("Square");
10
11
12
13
            else if (n==5){
            printf("Pentagon");
14
15
            else if (n==6){
16
            printf("Hexagon");
17
18
19
            else if (n==7){
20
            printf("Heptagon");
21
            else if (n==8){
printf("Octagon");
22
23
24
25
            else if (n==9){
26
            printf("Nonagon");
27
28
            else if(n==10){
            printf("Decagon");
29
30
31
32
        else { printf("The number of sides is not supported.");}
33
34
35
36
37
```

	Input	Expected	Got	
~	3	Triangle	Triangle	~
~	7	Heptagon	Heptagon	~
~	11	The number of sides is not supported.	The number of sides is not supported.	<b>~</b>

Passed all tests! ✓

Question **2** Correct

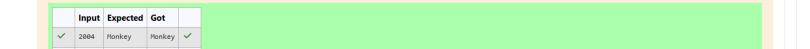
Marked out of 5.00

Flag question

The Chinese zodiac assigns animals to years in a 12-year cycle. One 12-year cycle is shown in the table below. The pattern repeats from there, with 2012 being another year of the Dragon, and 1999 being another year of the Hare.

Year	Animal
2000	Dragon
2001	Snake
2002	Horse
2003	Sheep
2004	Monkey
2005	Rooster
2006	Dog
2007	Pig

```
2008
            Rat
2009
            Ox
2010
            Tiger
2011
            Hare
Write a program that reads a year from the user and displays the animal associated with that year. Your program should work correctly for any year greater than or equal to zero, not just the
ones listed in the table.
Sample Input 1
2004
Sample Output 1
Monkey
Sample Input 2
2010
Sample Output 2
Tiger
Answer: (penalty regime: 0 %)
 1 #include<stdio.h>
  2 v int main (){
        int y;
        scanf("%d",&y);
       const char * zod []={"Monkey", "Rooster", "Dog", "Pig", "Rat", "Ox", "Tiger", "Hare", "Dragon", "Snake", "Horse", "Sheep"};
  6
        printf("%s",zod[y%12]);
  7
        return 0;
  8
  9 }
```

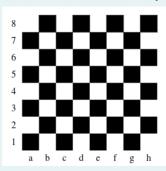


<b>~</b>	2010	Tiger	Tiger	~						
25560	d all tost	rel 🗸								
assed all tests! ✓										

Question **3**Correct
Marked out of 7.00

♥ Flag question

Positions on a chess board are identified by a letter and a number. The letter identifies the column, while the number identifies the row, as shown below:



Write a program that reads a position from the user. Use an if statement to determine if the column begins with a black square or a white square. Then use modular arithmetic to report the color of the square in that row. For example, if the user enters a1 then your program should report that the square is black. If the user enters d5 then your program should report that the square is white. Your program may assume that a valid position will always be entered. It does not need to perform any error checking.

Sample Input 1

a 1

Sample Output 1

The square is black.

Sample Input 2

d 5

Sample Output 2

The square is white.

Answer: (penalty regime: 0 %)

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

```
12 | printf("The square is black.");
13 | return 0;
15 | }
```

	Input	Expected	Got	
<b>~</b>	a 1	The square is black.	The square is black.	~
<b>~</b>	d 5	The square is white.	The square is white.	~

Passed all tests! 🗸

Finish review