#include <stdio.h>

int main(){

printf("Hello, world!");

}

#include <stdio.h>

int main(){

printf(" \*\n"

" \*\*\*\n"

" \*\*\*\*\*\*\*\n"

" \*\*\*\n"

" \*\*\*\*\*\n"

"\*\*\*\*\*\*\*\*\*\*\*\n"

" \* \*\n"

" \* \*");

}

#include <stdio.h>

int main(){

printf("######\n"

"#\n"

"#\n"

"#####\n"

"#\n"

"#\n"

"#");

}

#include <stdio.h>

int main(){

printf(" ######\n"

" ## ##\n"

"#\n"

"#\n"

"#\n"

"#\n"

"#\n"

" ## ##\n"

" ######");

}

#include <stdio.h>

int main(){

printf("Chao mung sinh vien K44 den voi khoa CNTT&TT");

}

#include <stdio.h>

int main(){

printf("STT\tMa SVien\tHo va ten\n");

printf("1\tB1606869\tThai Bao\n");

printf("2\tB1800169\tLe Tuong Dung\n");

printf("3\tB1805707\tVuong Tam Nhu");

}

#include <stdio.h>

int main(){

printf("\"Practice does not make perfect. Only perfect practice makes perfect!\"\n");

printf("Vince Lombardi");

}

#include <stdio.h>

int main(){

printf("Pham Nguyen Khang");

return 0;

}

#include<stdio.h>

#include<math.h>

struct Point{

double x,y;

};

void readPoint(struct Point \*p){

scanf("%lf %lf",&(p->x), &(p->y));

}

void printPoint(struct Point a){

printf("(%.4lf, %.4lf)\n",a.x,a.y);

}

int main(){

//Khai báo 2 điểm A, B; nhập 2 điểm đó từ bàn phím và hiển thị lên màn hình

struct Point A,B;

readPoint(&A);

printPoint(A);

readPoint(&B);

printPoint(B);

//Tính khoảng cách giữa 2 điểm và hiển thị kết quả khoảng cách

double distance=sqrt(pow(B.x-A.x,2)+pow(B.y-A.y,2));

printf("Distance: %.4lf",distance);

return 0;

}

#include<stdio.h>

#include<math.h>

struct Point{

double x,y;

};

void readPoint(struct Point \*p){

scanf("%lf%lf",&(p->x), &(p->y));

}

void printPoint(struct Point a){

printf("(%.4lf, %.4lf)\n",a.x,a.y);

}

int main(){

//Khai báo 2 di?m A, B; nh?p 2 di?m dó t? bàn phím và hi?n th? lên màn hình

//Tính kho?ng cách gi?a 2 di?m và hi?n th? k?t qu? kho?ng cách

struct Point A,B;

double d;

readPoint(&A);

readPoint(&B);

printPoint(A);

printPoint(B);

d=sqrt(pow((B.x-A.x),2) + pow((B.y-A.y),2));

printf("Distance: %.4lf",d);

return 0;

}

#include <stdio.h>

int main(){

int d,r;

scanf("%d %d",&d,&r);

printf("Chu vi: %d",(d+r)\*2);

return 0;

}

#include <stdio.h>

int main() {

int d, r;

scanf("%d%d", &d, &r);

printf("Chu vi: %d\n", (d+r)\*2);

return 0;

}

#include <stdio.h>

int main(){

int d,r;

scanf("%d %d",&d,&r);

printf("Dien tich: %d",d\*r);

return 0;

}

#include <stdio.h>

int main() {

int d, r;

scanf("%d%d", &d, &r);

printf("Chu vi: %d\n", d\*r);

return 0;

}

#include <stdio.h>

int main(){

const float pi=3.14;

float r;

scanf("%f",&r);

printf("%.2f",pi\*r\*r);

return 0;

}

#include <stdio.h>

int main() {

double r;

scanf("%lf", &r);

printf("%.2f\n", r\*r\*3.14);

return 0;

}

#include <stdio.h>

int main(){

const double pi=3.14;

double r;

scanf("%lf",&r);

printf("%.2lf",2\*pi\*r);

return 0;

}

#include <stdio.h>

int main() {

double r;

scanf("%lf", &r);

printf("%.2f\n", 2.0\*r\*3.14);

return 0;

}

#include <stdio.h>

int main(){

int x,y,z;

scanf("%dh%dm%ds",&x,&y,&z);

printf("Number of seconds: %d",x\*3600+y\*60+z);

return 0;

}

#include <stdio.h>

int main(){

int s,x,y,z;

scanf("%d",&s);

x=s/3600;

y=(s-3600\*x)/60;

z=s-3600\*x-60\*y;

printf("%02d:%02d:%02d",x,y,z);

return 0;

}

#include <stdio.h>

int main() {

int seconds, h, m, s;

scanf("%d", &seconds);

s = seconds % 60;

m = (seconds / 60) % 60;

h = seconds / 3600;

printf("%02d:%02d:%02d\n", h, m, s);

return 0;

}