```c
#include<stdio.h>
int main()
{
    int n;
    scanf("%d",&n);
    for(int i=0;i<n;i++)
    {
        int length,width,height;
        scanf("%d%d%d",&length,&width,&height);


        if(height < 41)
        {
            int volume = length*width*height;
            printf("%d\n",volume);
        }
    }
}
```

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

Passed all tests! ✓

```c
#include<stdio.h>
#include<math.h>
#include<stdlib.h>
typedef struct{
    double area;
    int a,b,c;
}Triangle;
double calculate_area(int a,int b,int c){
    double p=(a+b+c)/2.0;
    return sqrt(p*(p-a)*(p-b)*(p-c));
}
int compare(const void*x,const void*y){
    Triangle *t1=(Triangle *)x;
    Triangle *t2=(Triangle *)y;
    if (t1->area < t2->area) return -1;
    if (t1->area > t2->area) return 1;
    return 0;
}
int main(){
    int n;
    scanf("%d",&n);
    Triangle triangles[n];

    for (int i=0;i<n;i++){
        int a,b,c;
        scanf("%d %d %d ",&a,&b,&c);

        triangles[i].a = a;
        triangles[i].b = b;
        triangles[i].c = c;
        triangles[i].area = calculate_area(a,b,c);
```

```
        int a,b,c;
        scanf("%d %d %d ",&a,&b,&c);

        triangles[i].a = a;
        triangles[i].b = b;
        triangles[i].c = c;
        triangles[i].area = calculate_area(a,b,c);

    }
    qsort(triangles, n, sizeof(Triangle),compare);

    for(int i=0;i<n;i++){
        printf("%d %d %d\n",triangles[i].a,triangles[i].b,triangles[i].c);
    }
    return 0;
}
```

	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! ✓