

Problema- A

```
#include <stdio.h>
#include <stdlib.h>
#include <strings.h>
main() {
    int n;
    char v[1000000];
    char num_c[1];
    int total_leds = 0;
    int res_leds[2000];
    int leds[] = {6,2,5,5,4,5,6,3,7,6};
    scanf("%d",&n);
    for(int j=0;j<=n-1;j++){
        scanf("%s",&v);
        for(int i=0;i<=strlen(v)-1;i++){
            num_c[0] = v[i];
            int numero = atoi(num_c);
            total_leds += leds[numero];
        }
        res_leds[j]= total_leds;
        total_leds = 0;
    }
    for(int j=0;j<=n-1;j++)
        printf("%d leds \n",res_leds[j]);
}
```

Problema- B

```
#include <stdio.h>
#include <stdlib.h>
#include <strings.h>
#include <math.h>
// Jogo de Videogame
main() {
    int a;
    int b;
    int n;
    double h[1000];
    scanf("%d",&n);
    for(int i=0;i<=n-1;i++){
        scanf("%d",&a);
        scanf("%d",&b);
        h[i] = sqrt((a*a)-(b*b));
    }

    for(int i=0;i<=n-1;i++)
        printf("%.2f\n",h[i]);
}
```

Problema- C

```
#include <stdio.h>
#include <stdlib.h>
#include <strings.h>
// O Alvo
main() {
    int n;
    int v[1000];
    scanf("%d",&n);
    int div = 2;
    int res = 0;
    int indice=0;
    while(n != 1){
        res = n / div;
        if(n%div==0){
            v[indice] = n;
            indice++;
            n = res;
        }
        else
            div++;
    }

    for(int i=indice-1;i>=0;i--)
        printf("%d\n",v[i]);
}
```

Problema- D

```
#include <stdio.h>
#include <stdlib.h>
#include <strings.h>
#include <math.h>
// Jogo de Xadrez
main() {
    int n;
    int x[100][100];
    int c;
    int l;
    scanf("%d",&n);
    scanf("%d",&l);
    scanf("%d",&c);
    for(int i=0;i<=n-1;i++) {
        for(int j=0;j<=n-1;j++){
            scanf("%d",&x[i][j]);
        }
    }
    int pivo = x[l-1][c-1];
```

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```
int sl = 0;
int sc = 0;
for(int i=0;i<=n-1;i++) {
    //printf("%d = %d\n ",x[i][c-1],x[l-1][i]);
    sl += x[i][c-1];
    sc += x[l-1][i];
}
sl -= pivo;
sc -= pivo;
int stotal = sl + sc;
printf("%d",stotal);
}
```

Problema- E

```
#include <stdio.h>
#include <stdlib.h>
#include <strings.h>
#include <math.h>
// Jogo de Xadrez
main() {
    int l;
    int r;
    int d;
    int n;
    int rodada;
    int impedido[100];
    int Grodada[100];
    int ataque;
    scanf("%d",&n);
    int indice=0;
    for(int rodada=0;rodada<=n-1;rodada++){
        scanf("%d",&ataque);
        for(int i=1;i<=ataque;i++){
            scanf("%d",&l);
            scanf("%d",&r);
            scanf("%d",&d);
            if(r > 50 && l < r && r > d){
                impedido[indice]=1;
                Grodada[indice]=rodada+1;
                indice++;
            }
            else {
                impedido[indice]=0;
                Grodada[indice]=rodada+1;
                indice++;
            }
        }
        // Somatoria
    }
    for(int j=0;j<=indice-1;j++){
```

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```
if(impedido[j]==1)
    printf("\n%d %S\n",Grodada[j],"S");
else
    printf("\n%d %S\n",Grodada[j],"N");
    }
}
```