

```

1#include <stdio.h>
int main()
{
    int days, years, weeks;

    days = 1343;

    // Converts days to years, weeks and days
    years = days/365;
    weeks = (days % 365)/7;
    days = days- ((years*365) + (weeks*7));

    printf("Years: %d\n", years);
    printf("Weeks: %d\n", weeks);
    printf("Days: %d \n", days);

    return 0;
2 int main() {
    float x1, y1, x2, y2, gdistance;
    printf("Input x1: ");
    scanf("%f", &x1);
    printf("Input y1: ");
    scanf("%f", &y1);
        printf("Input x2: ");
    scanf("%f", &x2);
    printf("Input y2: ");
    scanf("%f", &y2);
    gdistance = ((x2-x1)*(x2-x1))+((y2-y1)*(y2-y1));
    printf("Distance between the said points: %.4f", sqrt(gdistance));

```

```
printf("\n");
return 0;
3 int main() {
    float x, y, z, P, A;
    printf("\nInput the first number: ");
    scanf("%f", &x);
    printf("\nInput the second number: ");
    scanf("%f", &y);
    printf("\nInput the third number: ");
    scanf("%f", &z);

    if(x < (y+z) && y < (x+z) && z < (y+x))
    {
        P = x+y+z;
        printf("\nPerimeter = %.1f\n", P);
    }
    else
    {
        printf("Not possible to create a triangle..!");
    }
}
```