Problem 201

#include <iostream> //library

using namespace std; //now you don’t have to write std

int main() //function main begins current program execution

{ //begins function body

int a; //integer

cin >> a; //input

cout << a; //output

return 0; //indicates that the program ended successfully

} //end of function

Problem 202

#include <iostream> //library

using namespace std; //now you don’t have to write std

int main() //function main begins current program execution

{ //begins function body

int a, b; //integer

cin >> a>>b; //input

cout << a+b; //output

return 0; //indicates that the program ended successfully

} //end of function

Problem 203

#include <iostream> //library

using namespace std; //now you don’t have to write std

int main() //function main begins current program execution

{ //begins function body

int a,b; //integer

cin >> a>>b; //input

cout << a\*b; //output

return 0; //indicates that the program ended successfully

} //end of function

Problem 204

#include <iostream> //library

using namespace std; //now you don’t have to write std

int main() //function main begins current program execution

{ //begins function body

int x, y, z; //integer

cin >> x >> y >> z; //input

cout << x \* x + y - z / 2; //output

return 0; //indicates that the program ended successfully

} //end of function

Problem 205

#include <iostream> //library

using namespace std; //now you don’t have to write std

int main() //function main begins current program execution

{ //begins function body

int a, b; //integer

cin >> a >> b; //input

if (a % b == 0) //conditional if

{ //function start

cout << "yes"; //output

} //function finish

Else //conditional else

{ //function start

cout << "no"; //output

} //function finish

return 0; //indicates that the program ended successfully

} //end of function

Problem 206

#include <iostream> //library

using namespace std; //now you don’t have to write std

int main() //function main begins current program execution

{ //begins function body

int a, b; //integer

cin >> a >> b; //input

if (a > b) //conditional if

{ //function start

cout << ">"; //output

} //function finish

else if (a < b) //conditional else if

{ //function start

cout << "<"; //output

} //function finish

else if(a = b) //conditional else if

{ //function start

cout << "="; //output

} //function finish

return 0; //indicates that the program ended successfully

} //end of function

Problem 207

#include <iostream> //library

using namespace std; //now you don’t have to write std

int main() //function main begins current program execution

{ //begins function body

double a, b; //double is not whole numbers

cin >> a >> b; //input

cout << ( (a + b) / 2); //output

return 0; //indicates that the program ended successfully

} //end of function

Problem 208

#include <iostream> //library

using namespace std; //now you don’t have to write std

int main() //function main begins current program execution

{ //begins function body

int a, b; //integer

cin >> a >> b; //input

cout << (a % b); //output

return 0; //indicates that the program ended successfully

} //end of function

Problem 209

#include <iostream> //library

using namespace std; //now you don’t have to write std

int main() //function main begins current program execution

{ //begins function body

double k, c; //double is not whole numbers

cin >> k >> c; //input

cout << "x = 0.1 ; y =" << (0.1 \* k + c) << endl; //output

cout << "x = 1 ; y =" << (1 \* k + c) << endl; //output

cout << "x = 5 ; y =" << (5 \* k + c) << endl; //output

return 0; //indicates that the program ended successfully

} //end of function

Problem 210

#include <iostream> //library

using namespace std; //now you don’t have to write std

int main() //function main begins current program execution

{ //begins function body

double x, y; //double is not whole numbers

cin >> x >> y; //input

cout << (x - 2 \* y)\*x/(-2\*y); //output

return 0; //indicates that the program ended successfully

} //end of function

209

#include <iostream>

using namespace std;

int main() {

int k, c;

cin >> k >> c;

cout << "x=0.1: y=" << (k \* 0.1) + c << endl;

cout << "x=1: y=" << (k \* 1) + c << endl;

cout << "x=5: y=" << (k \* 5) + c << endl;

return 0;

}