**W02\_Arnas\_Zhaxalikov\_TS2003**

**201**

#include <iostream> //includes the standard library

using namespace std;

int main()

{

int number; //integer variable creation

cin >> number; //input number

cout << number; //output number

return 0;

# }

**202**

#include <iostream>

using namespace std;

int main() // program entry point

{

int number\_1, number\_2; //integer variables creation

cin >> number\_1 >> number\_2; // input numbers

cout << number\_1 + number\_2; // output sum of numbers

return 0;

}

**203**

#include <iostream>

using namespace std;

int main() // program entry point

{

int number\_1, number\_2; //integer variables creation

cin >> number\_1 >> number\_2; // input numbers

cout << number\_1 \* number\_2; // output product of numbers

return 0;

}

**204**

#include <iostream>

using namespace std;

int main() // program entry point

{

int x, y, z; // integer variables creation

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

cout << x \* x + y - z / 2; // output answer by formula "x² + y - z:2"

return 0;

}

**205**

#include <iostream>

using namespace std;

int main() // program entry point

{

int number\_1, number\_2; // integer variables creation

cin >> number\_1 >> number\_2; // input numbers

if (number\_1 % number\_2 == 0) //check remainder of the division

cout << "yes";

else

cout << "no";

return 0;

}

**206**

#include <iostream>

using namespace std;

int main() // program entry point

{

int number\_1, number\_2; // integer variables creation

cin >> number\_1 >> number\_2; // input numbers

if (number\_1 == number\_2) //check task conditions

cout << '=';

else if (number\_1 > number\_2)

cout << '>';

else

cout << '<';

return 0;

}

**207**

#include <iostream>

using namespace std;

int main() // program entry point

{

float number\_1, number\_2; // integer variables creation

cin >> number\_1 >> number\_2; // input numbers

cout << (number\_1 + number\_2) / 2; //output average

return 0;

}

**208**

#include <iostream>

using namespace std;

int main() // program entry point

{

int number\_1, number\_2; // integer variables creation

cin >> number\_1 >> number\_2; // input numbers

cout << number\_1 % number\_2; //output remainder of the division

return 0;

}

**209**

#include <iostream>

using namespace std;

int main() // program entry point

{

float x, y; // float variables creation

float k, c; // float variables creation

cin >> k >> c; // input numbers

x = 0.1; //change mean of variable

y = k \* x + c;

cout << "x = " << x << ": y = " << y << "\n"; //output answer by formula y = kx + c

x = 1;

y = k \* x + c;

cout << "x = " << x << ": y = " << y << "\n"; //output answer by formula y = kx + c

x = 5;

y = k \* x + c;

cout << "x = " << x << ": y = " << y << "\n"; //output answer by formula y = kx + c

return 0;

}

**210**

#include <iostream>

using namespace std;

int main() // program entry point

{

float x, y; // float variables creation

cin >> x >> y; // input numbers

x = (x - 2 \* y) \* x; // in variable X I put the value of the numerator by formula (x-2y)x / 2y

cout << x / (2 \* y \* (-1)); //output answer

return 0;

}