1. 20

#include "stdafx.h"

#include <iostream>

using namespace std;

int tz(int m) {

if (m == 1 || m == 2) {

return 1;

}

else {

return tz(m - 1) + tz(m - 2);

}

}

int main()

{

int m = 24;

cout << tz(m)\*2<< endl;

system("pause");

return 0;

}

1. 10

#include "stdafx.h"

#include <iostream>

using namespace std;

double hx(double c) {

double h = 100;

for (int i = 1; i <= c; i++) {

h= h / 2;

}

return h;

}

int main()

{

double c = 10;

cout << hx(c) << endl;

system("pause");

return 0;

}

3 20

#include "stdafx.h"

#include <iostream>

using namespace std;

int main()

{

int x = 10;

for (int i = 0; i < x; i++) {

for (int j = 0; j < x - i; j++) {

cout << "\*" << " ";

}

for (int w = 0; w < i; w++) {

cout << " " << " ";

}

for (int q = 0; q < i; q++) {

cout << " " << " ";

}

for (int e = 0; e < x - i; e++) {

cout << "\*" << " ";

}

cout << endl;

}

for (int i = 1; i < x; i++) {

for (int j = 0; j < i; j++) {

cout << "\*" << " ";

}

for (int w = 0; w < x-i; w++) {

cout << " " << " ";

}

for (int q = 0; q < x-i; q++) {

cout << " " << " ";

}

for (int e = 0; e < i; e++) {

cout << "\*" << " ";

}

cout << endl;

}

for (int z = 0; z < 2\*x; z++) {

cout << "\*" << " ";

}

system("pause");

return 0;

}