#include <iostream>

using namespace std;

floatPower(float a, float b)

{

b=a\*a\*a;

return b;

}

int main()

{

cout<<Power(1,0)<;

cout<<Power(2,0)<;

cout<<Power(3,0)<;

cout<<Power(4,0)<;

cout<<Power(5,0)<;

}