№1

#include <iostream>

using namespace std;

int k(int a, int b) {

while(a != b){

if(a>b)

a = a – b;

else

b = b – a;

}

return a;

}

int main() {

int x,y;

cin >> x >> y;

cout << k(x, y);

return 0;

}

№2

#include <iostream>

using namespace std;

int m(int a,int b) {

if(a>b)

return a;

return b;

}

int main()

{

int x,y;

cin >> x >> y;

cout << m(x,y);

}

№3

#include <iostream>

#include <math.h>

using namespace std;

float d(int x1, int y1, int x2, int y2) {

return sqrt(pow(x2 - x1, 2) + pow(y2 - y1, 2) \* 1.0);

}

int main()

{

int x1,x2,y1,y2;

cin >> x1 >> y1;

cin >> x2 >> y2;

cout << d(x1, y1, x2, y2);

return 0;

}

№4

#include<iostream>

using namespace std;

int f(int n)

{

if(n > 1)

return n \* f(n - 1);

else

return 1;

}

int main()

{

int n;

cin >> n;

cout << f(n);

return 0;

}

№5

#include<iostream>

using namespace std;

int sum (int n) {

int x=0;

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

x+=i;

}

return x;

}

int main() {

int n;

cin>>n;

cout<<sum(n);

}

№6

#include<iostream>

using namespace std;

void z(int \*r, int \*s) {

int \*pSwap = r;

r = s;

s = pSwap;

}

int main() {

int p,q ;

cin>>p>>q;

z(&p, &q);

return 0;

}