#1

#include <iostream>

#include <cmath>

using namespace std;

class prl {

private:

int a, b, h;

public:

static int cout;

prl(int a, int b, int h) {

this->a = a; this->b = b; this->h = h;

count++;

}

~prl() {

cout « V() « " ";

}

int V() {

return a \* b \* h;

}

};

int prl::count;

int main() {

int a, b, h;

cin » a » b » h;

prl A(a, b, h);

cin » a » b » h;

prl B(a, b, h);

return 0;

}

#2

#include <iostream>

#include <cmath>

#include <iostream>

using namespace std;

class temp {

public:

float tempF;

temp(float t) {

tempF = t;

}

~temp() {

}

friend float tempC(temp ex);

};

float tempC(temp ex) {

return (ex.tempF - 32) / 1.8;

};

int main() {

float t;

cin » t;

temp one(t);

cout « tempC(one);

return 0;

}

#3

#include <iostream>

#include <cmath>

#include <iostream>

using namespace std;

class point {

private:

int x, y;

public:

point(int a, int b) {

x = a, b = y;

}

~point() {

}

friend void print(point Ex);

friend float distace(point A, point B);

};

void print(point Ex) {

cout « "X =" « Ex.x « "Y =" « Ex.y;

}

float distace(point A, point B);

return sqrt(pow(A.x - B.x, 2) + pow(A.y - B.y, 2));

}

int main() {

int a, b;

cin » a » b;

point one(a, b);

cin » a » b;

point two(a, b);

cout distace(one, two);

return 0;

}