```pascal
1)Program Patrulater;
var ab,bc,cd,ad,ac:real;
Procedure Arietriungi(var s:real);
Begin
p:=(a+b+c)/2;
S:=sqrt(p*(p-a)*(p-b)*(p-c));
end;
begin
Writeln('Introdu…');
Readln (ab,bc,cd,ad,ac);
Arie triunghi (S2,ab,bc,ac);
Arie triunghi (S2,ad,cd,ac);
Stotal:=S2+S3
end
2)Program temperaturaacasa 3;
var a,b,x,y,b:real;
function distanta (a1,b1,x1,y1:real):real;
begin
Distanta:=sqrt(sqr(a1-x1)+sqr(b1-x1));
end;
begin
readln (a,b,x,y);
D:=distanta (a,b,c,y);
```

```
Writeln('distanta dintre coordinate=',D);
End.
```

3)Program media componentelor dintr-un tablou

```
const nmax=100;
type vector=array[..nmax] of real;
var x:vector;n:1..nmax;integer;
function medArray(x:vector):real;
var s:real;
begin
s:=0;
for i:=1 to n do s:=(s+x[i])/n;
medArray:=s;
end;
begin
writeln('Dati un numar intreg');readln(n);
writeln('Dati',n,'componente);
for i:=1 to n do readln(x[i]);
writeln('Media compomemtelor acestui tablou:',medArray(x));
readln();
end.
```

4)program Componenta minima din tablou;

```
const nmax=100;
type vector=array[1..nmax] of real;
```

```pascal
var x:vector; n:1..nmax; i:integer;

function minArray(x:vector):real;

var s:real;

begin

s:=0;

for i:=1 to n do

s:=x[i];

if x[i]<s then s:=x[i];

minArray:=s;

end;

begin

writeln('Dati un numar intreg');readln(n);

writeln('Dati ',n,' componente');

for i:=1 to n do readln(x[i] );

writeln('Componenta minima:', minArray(x));

readln( );

end.
```

4)Program ''Componenta maxima a unui tablou'';

```pascal
const nmax=100;

type vector=array[1..max] of real;

var x:vector; n:1..nmax; i:integer;

function maxArray(x:vector):real;

var s:real;
```

```pascal
begin
s:=0
for i:=1 to n do
s:=x[i];
if x[i]> s then s:=x[i];
maxArray:=s;
end;
begin
writeln('Dati un numar intreg'); readln(n);
writeln('Dati ',n,' component ');
for i:=1 to n do readln (x[i]);
writeln (,Componenta maxima:', maxArray(x));
readln( );
end.
```