

#include<stdio.h>

#include<math.h>

#include<locale.h>

void main() {

char \*locale = setlocale(LC\_ALL, "");

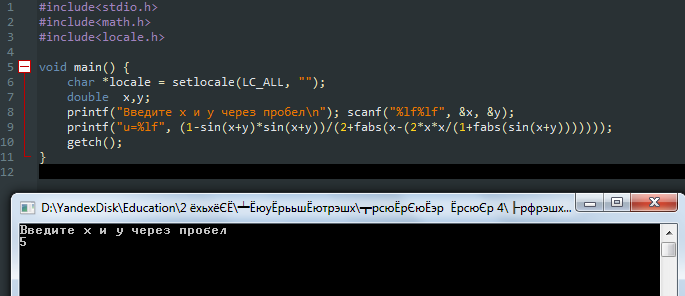
double x,y;

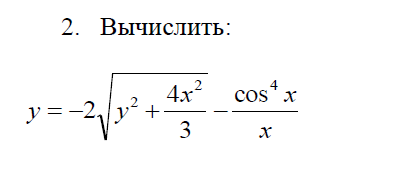
printf("Ââåäèòå x è y ÷åðåç ïðîáåë\n"); scanf("%lf%lf", &x, &y);

printf("u=%lf", (1-sin(x+y)\*sin(x+y))/(2+fabs(x-(2\*x\*x/(1+fabs(sin(x+y)))))));

getch();

}





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void main() {

char \*locale = setlocale(LC\_ALL, "");

float y, x;

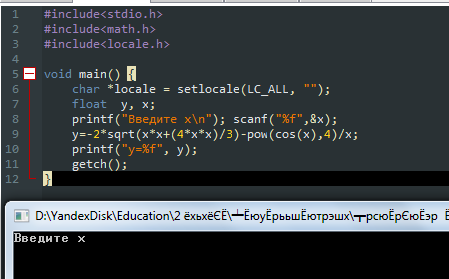
printf("Ââåäèòå x\n"); scanf("%f",&x);

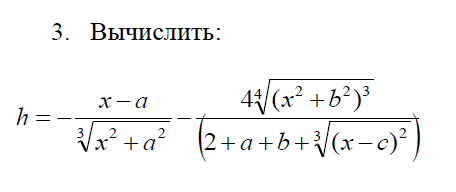
y=-2\*sqrt(x\*x+(4\*x\*x)/3)-pow(cos(x),4)/x;

printf("y=%f", y);

getch();

}





#include<stdio.h>

#include<math.h>

#include<locale.h>

void main() {

char \*locale = setlocale(LC\_ALL, "");

float a,b,c,x,h;

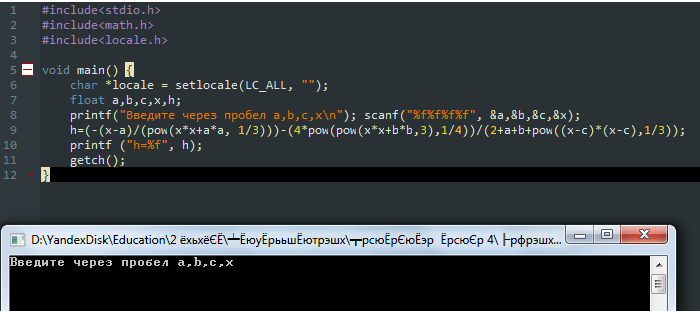
printf("Ââåäèòå ÷åðåç ïðîáåë a,b,c,x\n"); scanf("%f%f%f%f", &a,&b,&c,&x);

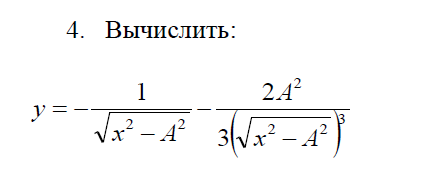
h=(-(x-a)/(pow(x\*x+a\*a, 1/3)))-(4\*pow(pow(x\*x+b\*b,3),1/4))/(2+a+b+pow((x-c)\*(x-c),1/3));

printf ("h=%f", h);

getch();

}





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#include<math.h>

#include<locale.h>

void main() {

char \*locale = setlocale(LC\_ALL, "");

double y,x,a;

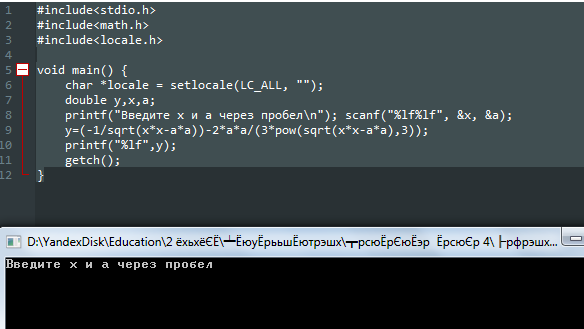
printf("Ââåäèòå x è a ÷åðåç ïðîáåë\n"); scanf("%lf%lf", &x, &a);

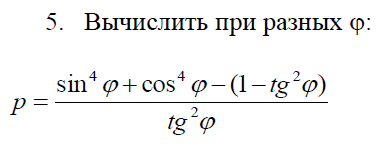
y=(-1/sqrt(x\*x-a\*a))-2\*a\*a/(3\*pow(sqrt(x\*x-a\*a),3));

printf("%lf",y);

getch();

}





#include<stdio.h>

#include<math.h>

#include<locale.h>

void main() {

char \*locale = setlocale(LC\_ALL, "");

float p, fi;

printf("Ââåäèòå ôè\n"); scanf ("%f",&fi);

p=(pow(sin(fi),4)+pow(cos(fi),4)-(1-pow(tan(fi),2)))/pow(tan(fi),2);

printf("p= %f", p);

getch();

}

