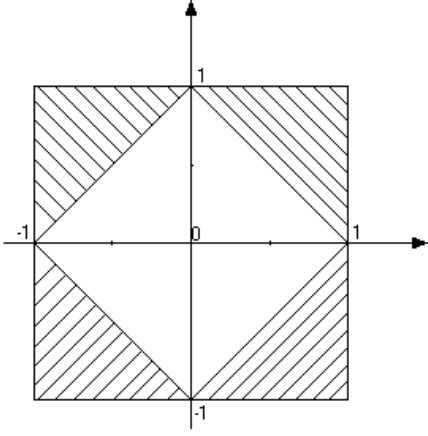


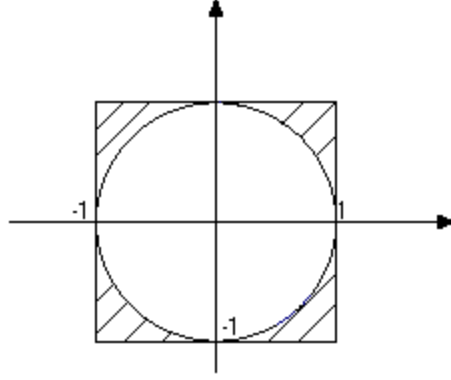
LAB 1

Reel x ve y sayıları girildiğinde (x, y) koordinatlı noktanın düzlemin çizgili kısmına düşüp düşmediğini çıktıya veren kodu yazınız:

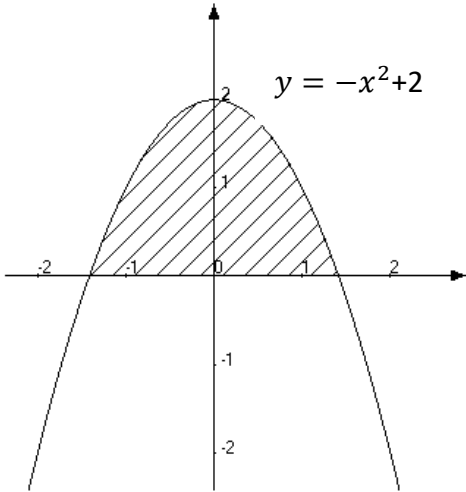
1)



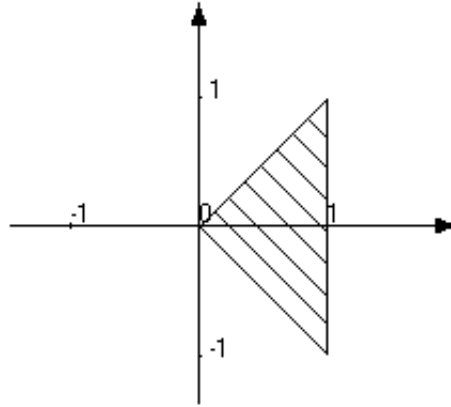
2)



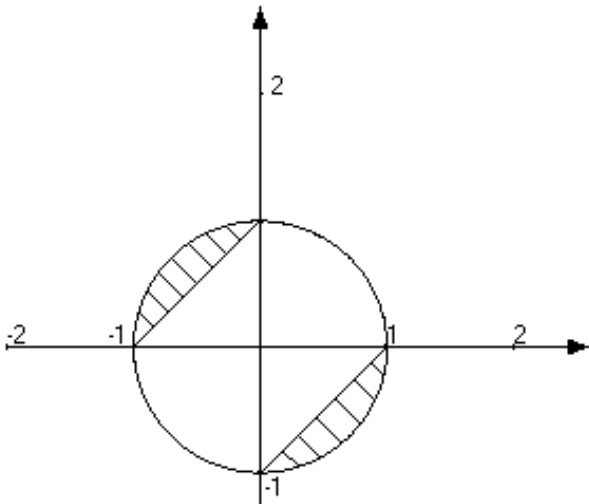
3)



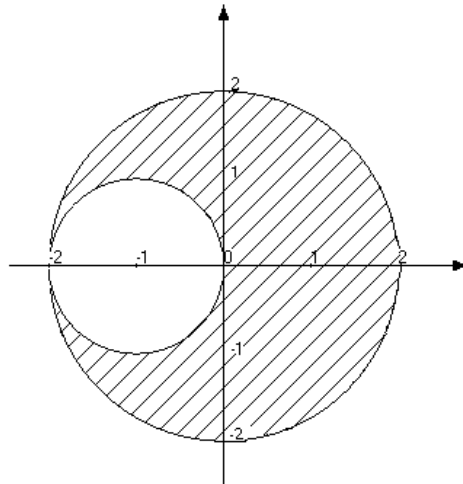
4)



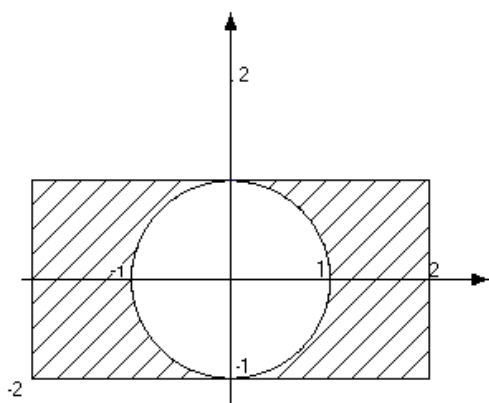
5)



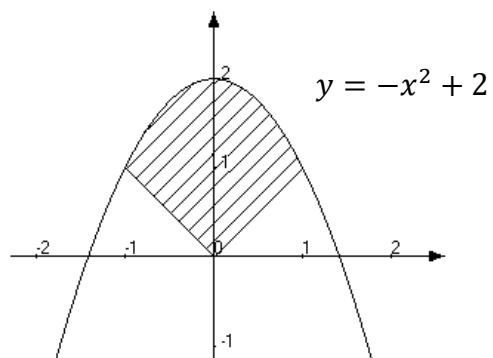
6)



7)

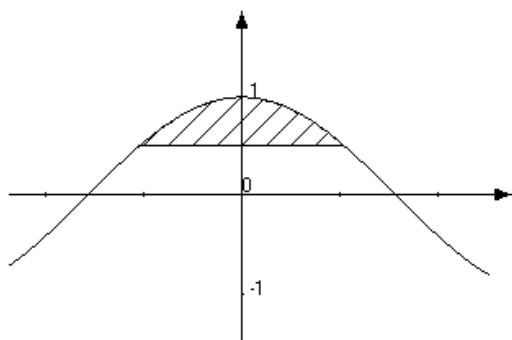


8)

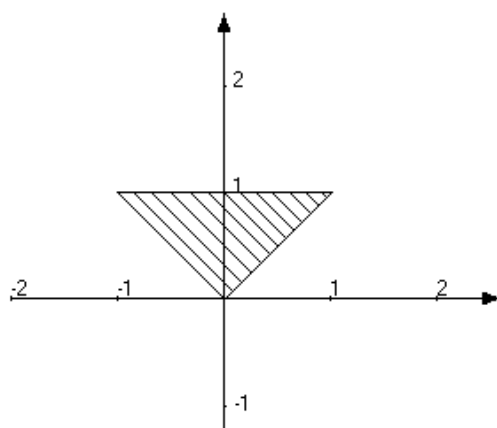


9)

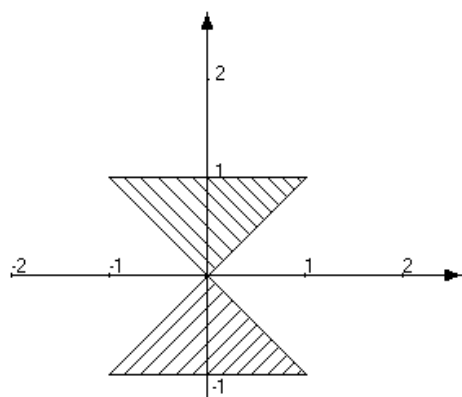
$$y = \cos x$$



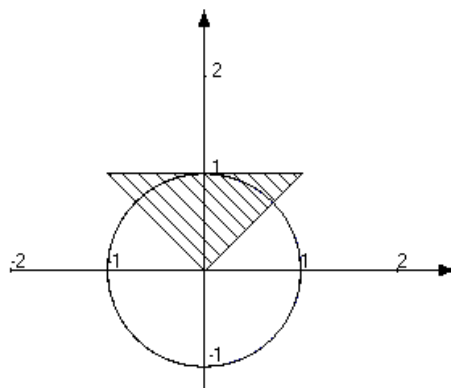
10)



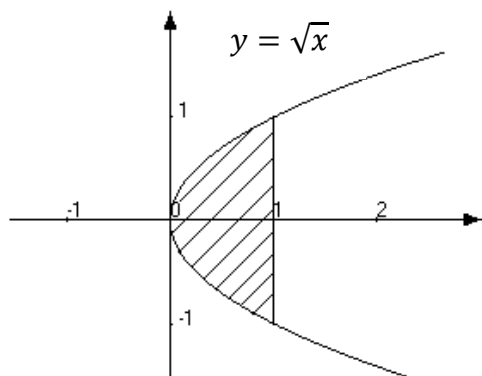
11)



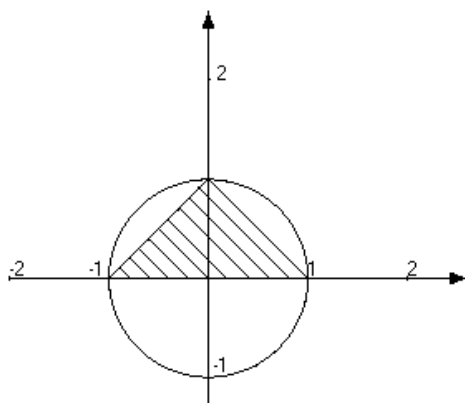
12)



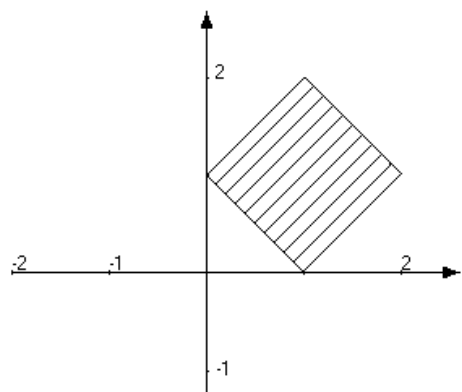
13)



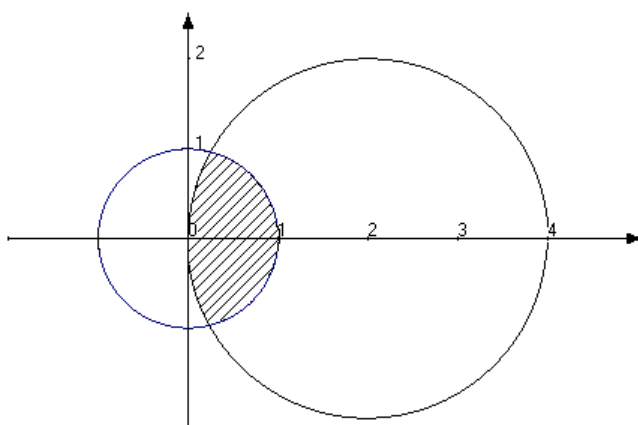
14)



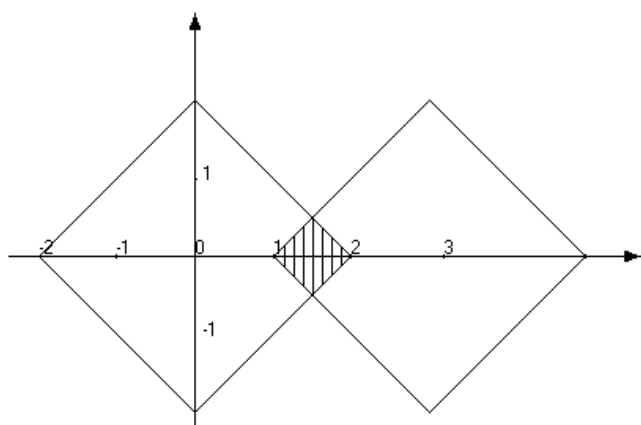
15)



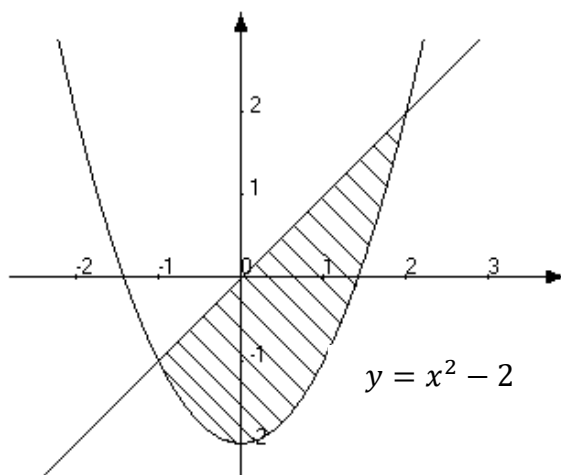
16)



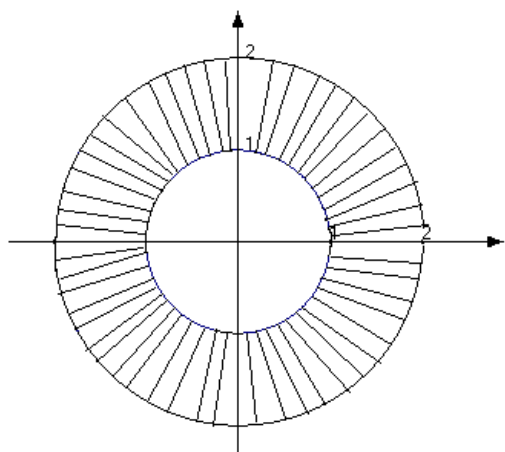
17)



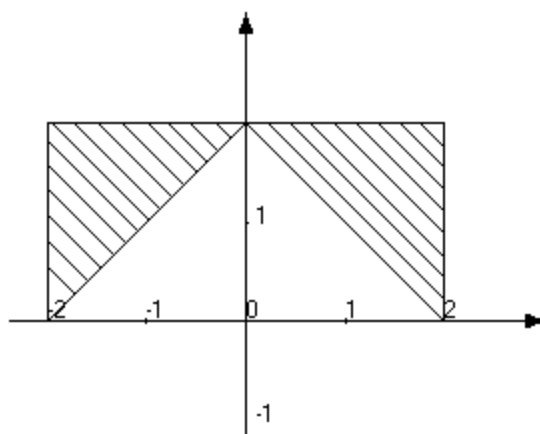
18)



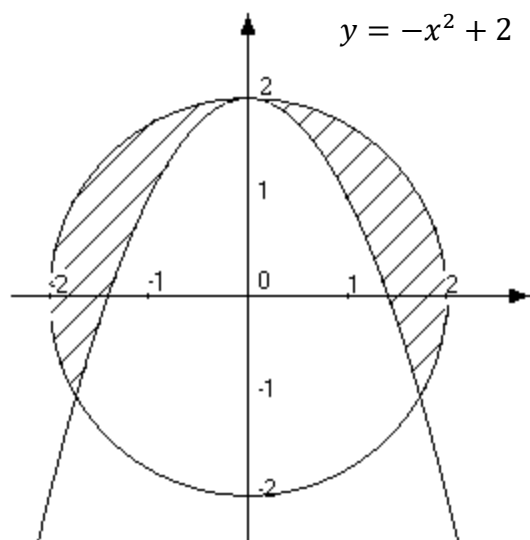
19)



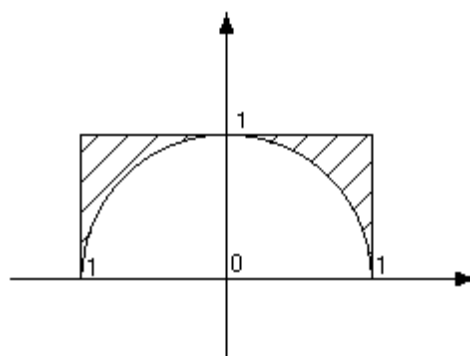
20)



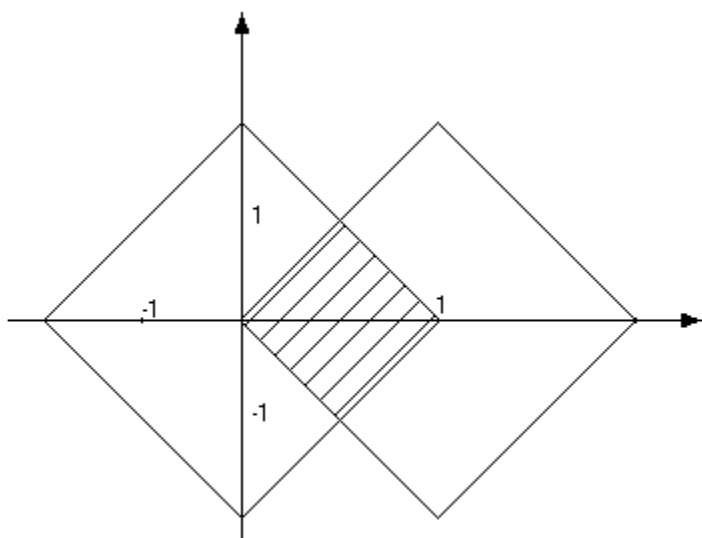
21)



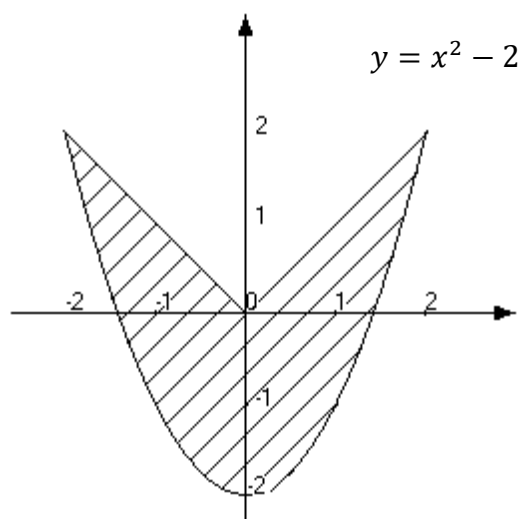
22)



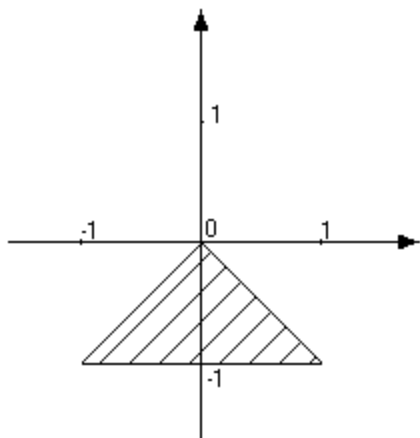
23)



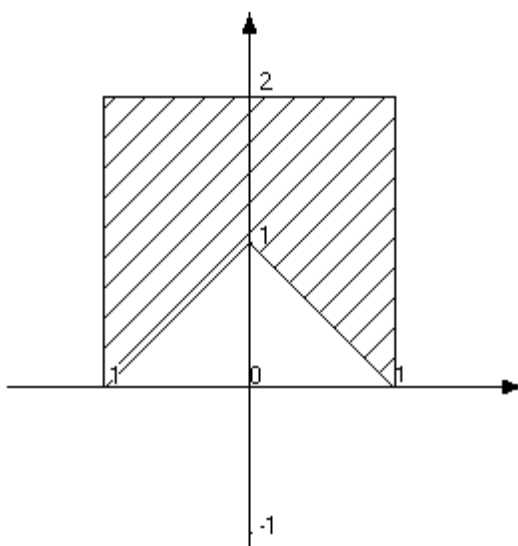
24)



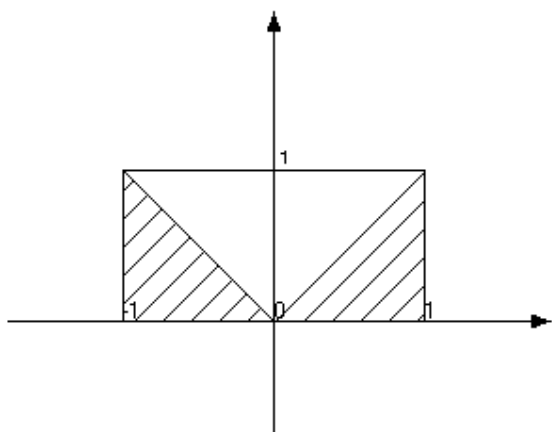
25)



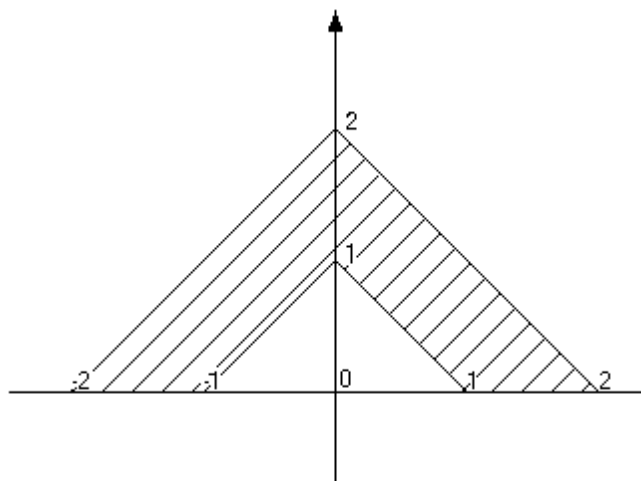
26)



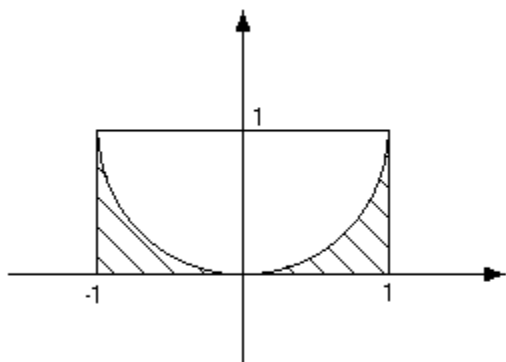
27)



28)



29)



30)

