A - Geometric mean of positive elements; elements of type double loaded from keyboard until value encountered = end inclusive

B - Arithmetic average of elements divisible by 3; elements of type int loaded from keyboard until encounter value = end (no end)

C - Sum of negative two-digit elements ; elements of type int loaded from keyboard until encounter value = end with end, but no more than n elements

D - count elements from the interval <a;b>; a,b,n and n double elements to be loaded from the keyboard

E - count positive elements of two or three digits whose sum of digits is even ; int elements to be loaded from the keyboard until encountering an element = end with it, no more than n elements

F - arithmetic average of positive and negative 3-digit elements loaded from the keyboard until encountering the value = end inclusive

G - geometric average of positive two or three digit elements loaded from the keyboard until encounter value = end (no end)

H - number of even elements with <a;b> - to load a, b of type int

J - Sum of two- or three-digit positive and negative elements of int type loaded from keyboard until encounter value = end with end

K - Sum of two- or three-digit positive and negative elements of int type loaded from the keyboard until >= end; results - sum and number of elements

L - count positive elements of two or three digits whose sum of digits is odd ; int elements to be loaded from the keyboard until the value >= end

M - count positive and negative elements of two or three digits whose number of tens is greater than the number of unities until the value >= end, but no more than n components

N - Geometric mean of even elements; elements of type int loaded from keyboard until value encountered = end inclusive

O - Arithmetic average of elements divisible by 3; elements of type int loaded from keyboard until value = end (with end) encountered, but no more than n elements.

P - Sum of two- or three-digit digital negative elements ; int-type elements loaded from the keyboard until encounter value = end with end, but not more than n elements

R - count even elements from the interval <a;b>; a,b,n and n elements of type int to be loaded from the keyboard

S - count positive elements of two or three digits whose sum of digits is odd ; int elements to be loaded from mare until encountering an element = endless, no more than n elements

T - geometric average among positive 3-digit elements loaded from the keyboard until the sum of these elements is >= max

U - geometric average of positive two or three digit elements loaded from the keyboard until encounter value = end (no end)