```
void xuat(int a[], int n){
    if(n>0){
        xuat(a,n-1);
        cout<<a[n-1]<<" ";
int tongChan(int a[], int n){
    if(n==0) return 0;
    if(a[n-1]%2==0) return a[n-1] + tongChan(a,n-1);
    else return tongChan(a,n-1);
int max(int a[], int n){
    if(n==1) return a[n-1];
    else {
        int x = max(a, n-1);
        if(x>a[n-1]) return x;
        else return a[n-1];
int maxLT(int a[], int n){
    if(n==2) return a[n-1]+ a[n-2];
    else {
        int x = maxLT(a, n-1);
        if(x)a[n-1]+a[n-2] return x;
        else return a[n-1]+a[n-2];
```

```
int laNT(int x){
    if(x<2) return 0;</pre>
    for(int i=2; i<=x/2; i++)</pre>
        if(x%i==0) return 0;
    return 1;
void lietKeNT(int a[], int n){
    if(n>0){
        if(laNT(a[n-1])==1)
            cout<<a[n-1]<<" ";
        lietKeNT(a, n-1);
int laDX(int x){
    if(x<10) return 0;</pre>
    int y=x, s=0;
    while(y!=0){
        s = s *10 + y%10;
        y = y/10;
    if(s==x) return 1;
   else return 0;
```

```
int tongDX(int a[], int n){
    if(n==0) return 0;
    if(laDX(a[n-1])==1) return a[n-1] + tongDX(a,n-1);
    else return tongDX(a,n-1);
}
int tongChuSo(int x){
    if(x==0) return 0;
    else return x%10 + tongChuSo(x/10);
void lietLeTongCSLH10(int a[], int n){
    if(n>0){
        if(tongChuSo(a[n-1])>10)
            cout<<a[n-1]<<" ";
        lietLeTongCSLH10(a, n-1);
}
main(){
    int n, a[100];
    taoMang(a,n);
    xuat(a,n);
    cout<<"\n1. tong cac so chan ="<<tongChan(a,n);</pre>
    cout<<"\n2. Max ="<<max(a,n);
    cout<<"\n3. Max LT ="<<maxLT(a,n);</pre>
    cout<<"\n4. Cac so Nguyen to :"; lietKeNT(a,n);</pre>
    cout<<"\n5. Tong cac so doi xung :"<<tongDX(a,n);</pre>
    cout<<"\n6. Cac chu so co tong >10 :"; lietLeTongCSLH10(a,n);
}
```