#include <iostream>

#include <cmath>

using namespace std;

int main()

{

float x,y;

cout << "Write X value:";

cin >> x;

if (x >= 6){

y = pow(sinf(x),2.0);

}

else if (x >= 4) {

y = log10(x);

}

else if (x >= -3) {

y = exp(0.1 \* x);

}

else {

y = (cos(x))/(x + 10.0);

}

cout << y;

return 0;

}