(1) Addition

include<iostream>

using namespace std;

int main()

{

int a,b,c;

cin>>a>>b;

c=a+b;

cout<<c;

return 0;

}

(2)Avg

#include<iostream>

using namespace std;

int main()

{

int a,b,c,d,e,f;

float avg;

cin>>a>>b>>c>>d>>e;

f=a+b+c+d+e;

cout<<f<<\n;

avg=f/5;

cout<<avg;

return 0;

}

(3) circle

include<iostream>

using namespace std;

int main()

{

int r;

float a,c;

cin>>r;

a=3.14\*r\*r;

c=2\*3.14\*r;

cout<<a<<endl;

cout<<c;

return 0;

}

(4) rectangle

#include<iostream>

using namespace std;

int main()

{

int l,b;

cin>>l>>b;

int area=l\*b;

cout<<area;

return 0;

}

(5) triangle

#include<iostream>

using namespace std;

int main()

{

int b,h;

cin>>b>>h;

int a=0.5\*b\*h;

cout<<a;

return 0;

}

(6) odd or even

#include <iostream>

using namespace std;

int main() {

int n;

cin>>n;

if (n%2==0) {

cout<<"even";

}

else{

cout<<"odd";

}

}

(7) leap year or not

#include <iostream>

using namespace std;

int main() {

int n;

cin>>n;

if (n%4==0) {

cout<<"leap year";

}

else{

cout<<"not a leap year";

}

}