1.

#include<iostream>

#include<math.h>

using namespace std;

int fac(int a) {

int s = 1;

for (int i = 1; i <= a; i++)

s \*= i;

return s;

}

double f1(double x) {

double k = 1;

int n = 1;

double sl = pow(x, 2 \* n) / fac(2 \* n);

while (abs(sl) >= 0.0001) {

k += pow(x, 2 \* n) / fac(2 \* n);

n+=1;

sl = pow(x, 2 \* n) / fac(2 \* n);

}

return k;

}

void f2(double\* x, double\* k) {

double a = \*x;

\*k = 1;

int n = 1;

double sl = pow(a, 2 \* n) / fac(2 \* n);

while (abs(sl) >= 0.0001) {

\*k += pow(a, 2 \* n) / fac(2 \* n);

n += 1;

sl = pow(a, 2 \* n) / fac(2 \* n);

}

}

double &f3(double& x, double& k2) {

k2 = 1;

int n = 1;

double sl = pow(x, 2 \* n) / fac(2 \* n);

while (abs(sl) >= 0.0001) {

k2 += pow(x, 2 \* n) / fac(2 \* n);

n += 1;

sl = pow(x, 2 \* n) / fac(2 \* n);

}

return k2;

}

int main() {

double x = 0.7;

double k1;

double k2;

int n;

cin >> n;

switch (n) {

case 1:

cout << f1(x) << endl;

break;

case 2:

f2(&x, &k1);

cout << k1 << endl;

break;

case 3:

cout << f3(x, k2) << endl;

break;

}

system("pause");

return 0;

}