```kotlin
fun main()
{
    var Num : Int = readln().toInt()
    println("Tens: ${Num / 10 }")
    println("Units: ${Num % 10}")
    println("Digig sum: ${Num % 10 + Num / 10}")
    println("Digin mul: ${ Num % 10 * Num / 10}")
}
fun main()
{
    var Num : Int = readln().toInt()
    println("Tens: ${Num / 10 % 10}")
    println("Units: ${Num % 10}")
    println("Digig sum: ${Num % 10 + Num / 10 % 10 + Num / 100}")
    println("Digin mul: ${Num / 100 * (Num / 10 % 10) * (Num % 10)}")
}
fun main()
{
    var Num : Int = readln().toInt()
    var Num1 : Int = readln().toInt()
    println("division: ${Num/Num1}")
}
fun main()
{
    var a : Int = readln().toInt()
    var b : Int = readln().toInt()
    var c = 1
    for (i in 1..b ) {c *= a}
    println("итог: $c")
}
import kotlin.math.sqrt
fun main()

{
    var a = readln().toDouble()
    var c = sqrt(a)
    println("итог: $c")
}
import kotlin.math.sqrt
fun main()
{
    val A = true
    val B = false
    val C = false
    val resultA = A || B
    val resultB = A && B
    val resultC = B || C
    println("A или B: $resultA")
    println("A и B: $resultB")
    println("B или C: $resultC")
}
fun main()
{
    val X = false
    val Y = true
    val Z = false
    val resultA = X || Z
    val resultB = X && Y
    val resultC = X && Z
    println("1: $resultA")
    println("2: $resultB")
    println("3: $resultC")
}
```

```
fun main()
{
    val A = true
    val B = false
    val C = false
    val resultA = !A && B
    val resultB = A || !B
    val resultC = A && B || C
    println("1: $resultA")
    println("2: $resultB")
    println("3: $resultC")
}
fun main()
{
    val X = true
    val Y = true
    val Z = false
    val resultA = !X && Y
    val resultB = X || !Y
    val resultC = X || Y && Z
    println("1: $resultA")
    println("2: $resultB")
    println("3: $resultC")
}
fun main()
{
    val X = false
        val Y = false
        val Z = true
        val a = X || (Y && !Z)
        println("1$a")
        val g = (X && !Y) || Z
        println("2$g")
        val b = !X && !Y
        println("3$b")
        val d = X && (!Y || Z)
        println("4$d")
        val v = !(X && Z) || Y
        println("5$v")
        val e = X || !(Y || Z)
        println("6$e")
}
fun main()
{
        val A = true
        val B = false
        val C = false
        val a = A || !(A && B) || C
        println("1 $a")
        val b = !A || (A && (B || C))
        println("2 $b")
        val v = (A || (B && !C)) && C
        println("3$v")
}
```