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// 1-12

// Problem #3

#include <iostream>

#include <cmath>

#include <iomanip>

using namespace std;

int main(){

float V;

int x;

float y;

float z = 2.5;

cout << "Please enter the value of x: ";

cin >> x;

cout << "Please enter the value of y: ";

cin >> y;

switch(x){

case 1:

if(y > 1 && y < 5){

V = x\*y\*z;

}

else if(y >= 5){

V = x + (y/z);

}

break;

case 2:

if(y<= 5){

V = fabs((x - y)/z);

}

else if(y > 5){

V = x - sqrt(y+z);

}

break;

default:

V = x+y+z;

}

cout << fixed << setprecision(2);

cout << setw(10) << setfill('\_') << V;

return 0;

}