#include <iostream>

#include <iomanip>

#include <cmath>

using namespace std;

double func\_a(double x, double c);

double func\_b(double x, double y, double c);

double func\_c(double a, double b);

int main() {

double x1 = 8, c1 = 8.9, y1 = 1.4;

double a = func\_a(x1, c1);

double b = func\_b(x1, y1, c1);

double c = func\_c(a, b);

cout << "A= " << fixed << setprecision(2) << a << endl;

cout << "B= " << fixed << setprecision(2) << b << endl;

cout << "C= " << fixed << setprecision(2) << c << endl;

return 0;

}

double func\_a(double x, double c) {

return (c != 0) ? (pow(x, 3) / c) : 0; // a= x\*3/c

}

double func\_b(double x, double y, double c) {//b = x+ysqrt(c)

return (c >= 0) ? (x + y \* sqrt(c)) : 0;

}

double func\_c(double a, double b) {//c = a+b

return a + b;

}