#include"iostream"

#include"windows.h"

#include"math.h"

#include"func.h"

#define M\_Pi 3.14159265358979323846

using namespace std;

float a(float x, float y) {

float a;

if ((pow(x, 1./ 3) + 1) != 0)

{

a = (exp(3) + pow(x, 2) + (4 / y)) / (pow(x, 1 / 3) + 1) / (pow(x, 2) + 4);

}

else {

cout << "error";

}

return a;

}

float b(float x, float z)

{

float b;

b = ((10 \* x + cos(135 \* M\_Pi / 180)) / ((pow(x, 4) / 2) + pow(sin(pow(z, 3)), 2))) - tan(3 \* M\_Pi / 2);

return b;

}

float c(float a, float b)

{

float c;

if (a > b) {

c = a;

}

else {

c = b;

}

return c;

}