

1 лаба.

```
1  #include <stdio.h>
2
3  int main(void) {
4      float a;
5      char b;
6      scanf ("%c", &b);
7      scanf ("%f", &a);
8      printf ("a=%f", a);
9      printf (" b=%c", b);
10     return 0;
11 }
12
```

2 лаба.

```
1  #include <stdio.h>
2  #include <math.h>
3
4  int main(void) {
5      float z1;
6      float a;
7      scanf ("%f", &a);
8      z1=pow((((1+a*pow (a,2))/(2*a+pow(a,2)))+2-((1-a+pow(a,2))/(2*a-pow(a,2)))),-1)*(5-2*pow (a,2));
9      printf ("z1=%f \n", z1);
10     float z2;
11     z2=((4- pow(a,2))/2);
12     printf ("z2=%f", z2);
13     return 0;
14 }
15
```

3 лаба.

```
1  #include <stdio.h>
2  int main() {
3  int a;
4  printf ("1. a=");
5  scanf ("%o", &a);
6  printf ("2. a=%x\n", a);
7  printf ("3.1. a=%o\n", a);
8  printf ("3.2. a=%o\n", a << 3);
9  printf ("4.1. a=%o\n", a);
10 printf ("4.2. a=%o\n", ~a);
11 printf ("5.1. a=%o\n", a);
12 int b;
13 printf ("b=");
14 scanf ("%o", &b);
15 printf ("\n 5.2 a & b=%o\n", b & a);
16 return 0;
17 }
18 //33684321 << 32
19 25 << 2
```

4 лаба.

```
1  #include <stdio.h>
2
3  int main(void) {
4  int a, b;
5
6  scanf ("%d", &a);
7  printf ("%d", ((a > -50) && (a < 50)));
8  scanf ("%d", &b);
9  printf ("%d", (b >> 18) & 1);
10
11 return 0;
12 }
13
```