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1

```
#include <iostream>
```

```
using namespace std;
```

```
int main() {  
    int a, b, rez;  
    cin>>a>>b;  
    rez =a+b;  
    cout << rez;  
    return 0;  
}
```

2

```
#include <iostream>
```

```
using namespace std;
```

```
int main(){  
    int a, b, rez;  
    cin >>a>>b;  
    rez =(a-b)* (a-b) * (a-b);  
    cout<<rez;
```

```
    return 0;  
}
```

3

```
#include <iostream>
```

```
using namespace std;
```

```
int main()  
{  
    int a, b, rez;  
    cin>>a>>b;  
    rez =a *b;  
    cout <<rez;  
    return 0;  
}
```

4

```
#include <iostream>
```

```
using namespace std;
```

```
int main()  
{ int a,b,c;  
    cin>>a>>b;  
    c=a/b;  
    if (a==c*b) {  
        cout<<"posibil";}  
    if (a!=c*b) {  
        cout<<"imposibil";  
    }  
    return 0;  
}
```

5

```
#include <iostream>
```

```
using namespace std;
```

```
int main()
```

```
{ int a,b,c;
```

```
  cin>>a>>b>>c;
```

```
  if (a*a+b*b==c*c) {
```

```
    cout << "DA";}
```

```
  if (a*a+b*b!=c*c) {
```

```
    cout<<"NU";
```

```
  }
```

```
  return 0;
```

```
}
```

6

```
#include <iostream>
```

```
using namespace std;
```

```
int main()
```

```
{ int N,c,d;
```

```
  cin>>N;
```

```
  c=N/2;
```

```
  d=N/3;
```

```
  if (N==c*2) {
```

```
    cout<<"fizz";}
```

```
  if (N==d*3) {
```

```
    cout<<"buzz";}
```

```
  if (N==d&&N==c) {
```

```
    cout<<"fizzbuzz";
```

```
    }  
    return 0;  
}
```

7

```
#include <iostream>  
  
using namespace std;  
  
int main()  
{  
    int a, b;  
    cin>>a>>b;  
    if (a < b) {  
        cout<<b;  
    } else {  
        cout<<a;  
    }  
  
    return 0;  
}
```

8

```
#include <iostream>  
  
using namespace std;  
  
int main()  
{  
    int a, b;  
    cin>>a>>b;  
    if (a < b) {  
          
    }  
}
```

```
        cout<<a<<" "<<b;
    }
    else {
        cout<<b<<" "<<a;
    }
    return 0;
}
```

9

```
#include <iostream>

using namespace std;

int main()
{
    int a, b, c;
    cin>>a>>b>>c;
    if ((a < b && b < c) || (a == b && b < c)) {
        cout<<a<<" "<<b<<" "<<c;
    }

    if ((c < b && b < a) || (c == b && b < a)) {
        cout<<c<<" "<<b<<" "<<a;
    }

    if ((a < c && c < b) || (a == c && c < b) || (b == c && c > a)) {
        cout<<a<<" "<<c<<" "<<b;
    }

    if (b < c && c < a) {
        cout<<b<<" "<<c<<" "<<a;
    }
}
```

```
}
```

```
if ((b < a && a < c) || (c == a && a > b)) {
```

```
cout << b << " " << a << " " << c;
```

```
}
```

```
if ((c < a && a < b) || (a == b && b > c)) {
```

```
cout << c << " " << a << " " << b;
```

```
}
```

```
if (c == a && a == b) {
```

```
cout << c << " " << a << " " << b;
```

```
}
```

```
return 0;
```

```
}
```