```
x = y + z
area = length * width
c = a + b * d
result = (x + y) * z
v = u + a * t
force = mass * acceleration
output = (a + b) / (c - d)
total = price * quantity + tax
f = (9/5) * c + 32
x = (a + b) ** 2
final = initial + change // 2
average = total / count
s = ut + 0.5 * a * t ** 2
z = x ** 2 + y ** 2
k = (m * v ** 2) / 2
perimeter = 2 * (l + w)
net = income - expenses
t = distance / speed
rate = work / time
remainder = x % y
```