#include <iostream>

using namespace std;

int max(int x,int y,int z);

int min(int x,int y,int z);

int main()

{

int x,y,z;

cout<<"Input x,y,z:";

cin>>x>>y>>z;

cout<<max(x,y,z)<<endl;

cout<<min(x,y,z)<<endl;

return 0;

}

int max(int x,int y,int z)

{

if(x>y&&x>z)return x;

if(y>x&&y>z)return y;

return z;

}

int min(int x,int y,int z)

{

if(x<y&&x<z)return x;

if(y<x&&y<z)return y;

return z;

}

#include <iostream.h>

#include <math.h>

double f1(double x)

{return 4/(1+x\*x);}

double f2(double x)

{return sqrt(1+x\*x);}

double f3(double x)

{return sin(x);}

double trap(double(\*fun)(double x),double a,double b,long n)

{

double t,h; int i;

t=((\*fun)(a)+(\*fun)(b))/2.0;

h=(b-a)/n;

for(i=1;i<=n-1;i++)

t+=(\*fun)(a+i\*h);

t\*=h;

return t;

}

void main()

{

double t1,t2,t3;

t1=trap(f1,0,1,10000);

cout<<"t1="<<t1<<endl;

t2=trap(f2,2,1,10000);

cout<<"t2="<<t2<<endl;

t3=trap(sin,0,3.14159265/2,10000);

cout<<"t3="<<t3<<endl;

}

#include <iostream.h>

void sort(float x,float y);

void sort(float x,float y,float z);

void main()

{

sort(5.6,79);

sort(0.5,30.8,5.9);

}

void sort(float x,float y)

{

if(x>y) cout<<x<<'\t'<<y<<endl;

else cout<<y<<'\t'<<x<<endl;

}

void sort(float x,float y,float z)

{

float t;

if(y<z){t=y;y=z;z=t;}

if(x<z){t=x;x=z;z=t;}

if(x<y){t=x;x=y;y=t;}

cout<<x<<'\t'<<y<<'\t'<<z<<'\t'<<endl;

}