

1.

```
#include <iostream>

using namespace std;

int n , v[1005];

int cmmdc(int a, int b)
{
    if(a == b)
        return a;
    else if(a > b)
        return cmmdc(a - b, b);
    else
        return cmmdc(a, b - a);
}

int dei(int st,int dr)
{
    if(st == dr)
        return v[st];
    else
    {
        unsigned mij = (st + dr) / 2;
        return cmmdc(dei(st, mij), dei(mij + 1, dr));
    }
}

int main(){
    cin >> n;
    for(int i = 0 ; i < n ; i ++){
        cin >> v[i];
    }
    cout << dei(0 , n- 1);
    return 0;}
```

3.

```
#include <iostream>
using namespace std;
int v[100];
int dei(int st, int dr)
{
    if(st == dr)
        if(st == v[st])
            return 1;
        else
            return 0;
    else
    {
        unsigned mij = (st + dr) / 2;
        return dei(st, mij) || dei(mij + 1, dr);
    }
}
int main()
{
    int n;
    cin >> n;
    for(int i = 1; i <= n; i++)
        cin >> v[i];
    if(dei(1, n) == 1)
        cout << "da";
    else
        cout << "nu";
    return 0;}
```

4.

```
#include <iostream>

using namespace std;

int v[100], p;

int dei(int st, int dr)
{
    if(st == dr)
        if(v[st] <= v[p])
            return 1;
        else
            return 0;
    else
    {
        unsigned mij = (st + dr) / 2;
        int sum = dei(st, mij) + dei(mij + 1, dr);
        return sum;
    }
}

int main()
{
    int n;
    cin >> n;
    for(int i = 1; i <= n; i++)
        cin >> v[i];
    cin >> p;
    cout << dei(1, n);
    return 0;
}
```

9.

```
#include <iostream>
```

```
#include <cstring>
```

```
using namespace std;
```

```
char s[100], c[100];
```

```
void dei(int st, int dr)
```

```
{
```

```
    if(st == dr)
```

```
        s[st] = c[strlen(s) - 1 - st];
```

```
    else
```

```
    {
```

```
        unsigned mij = (st + dr) / 2;
```

```
        dei(st, mij);
```

```
        dei(mij + 1, dr);
```

```
    }
```

```
}
```

```
int main()
```

```
{
```

```
    gets(s);
```

```
    strcpy(c, s);
```

```
    dei(0, strlen(s) - 1);
```

```
    cout << s;
```

```
    return 0;
```

```
}
```