

1. Write a function to find a position of minimum value in an array of integer values, which return an index of the minimum value (if there are more such position, return the lowest one):  
`int findMinPos(int *arr, int size)`
2. Find second minimum value in an array of real numbers:  
`double findSecondMinValue(double *arr, int size)`
3. Let three input values are lengths of segments. Check if we can create a (not degenerated) triangle from input segments and if yes, what type of triangle (scalene, equilateral, isosceles, right triangle, acute triangle, obtuse angle) and write a proper message on console.  
`void isTriangle(double a, double b, double c)`
4. Create a structure (a class) to remember a rectangle with sides parallel to the coordinate axes. Write a function for finding a minimum bounding rectangle for two rectangles:  
`Rectangle MinBoundingBox(Rectangle rect1, Rectangle rect2)`
5. For rectangles from the previous task find intersection:  
`Rectangle intersection(Rectangle rect1, Rectangle rect2)`