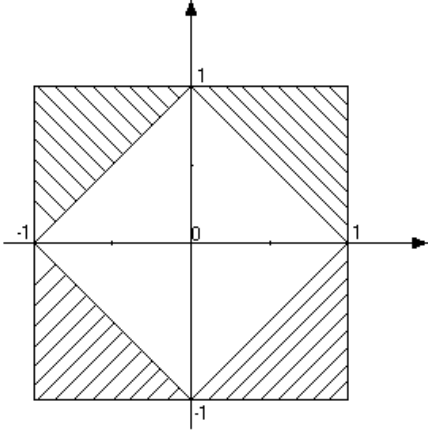


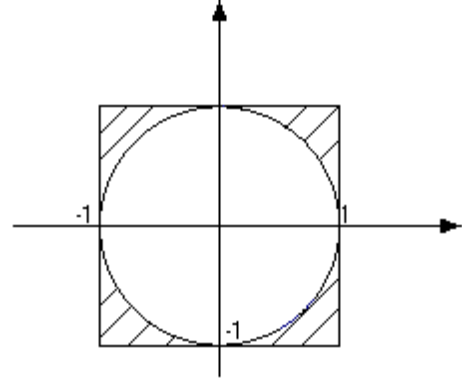
Ödev 1

Reel x ve y sayıları girildiğinde (x, y) koordinatlı noktanın düzlemin çizgili kısmına düşüp düşmediğini çıktıya veren program yazınız:

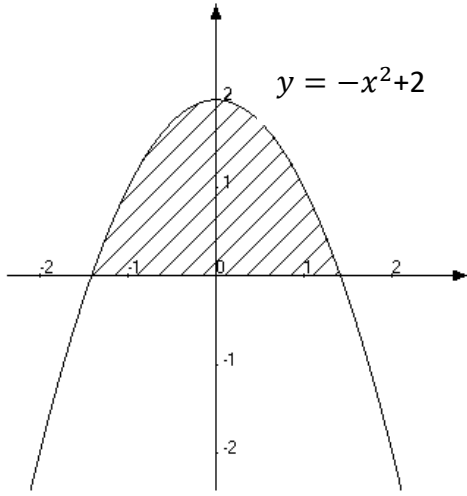
1)



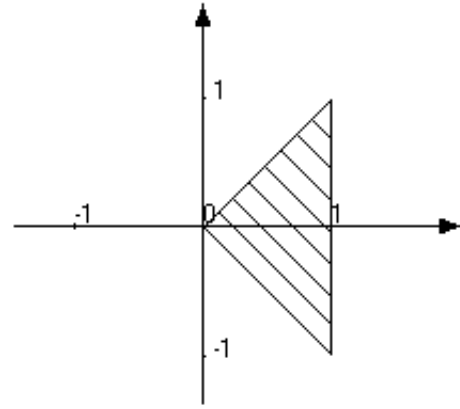
2)



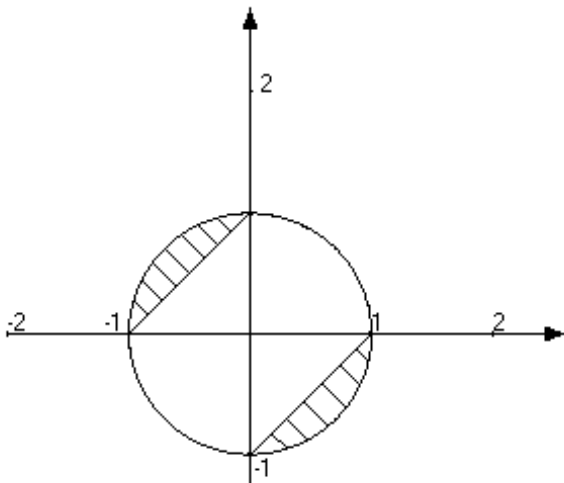
3)



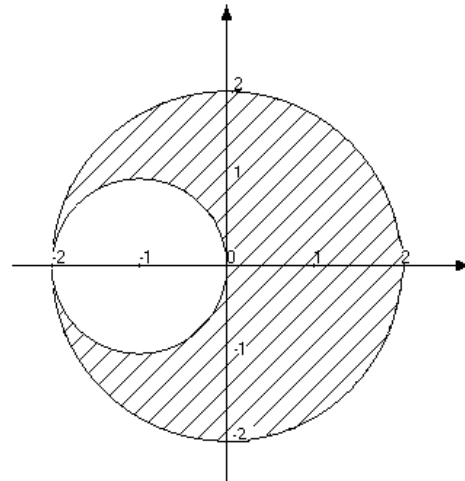
4)



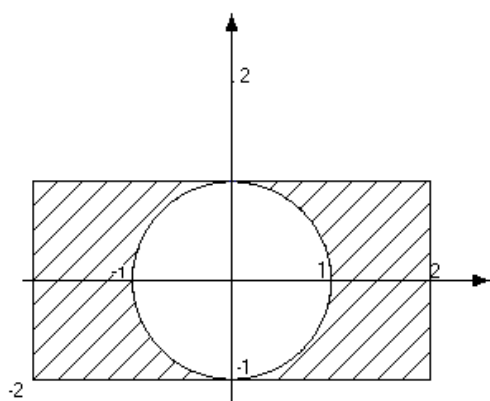
5)



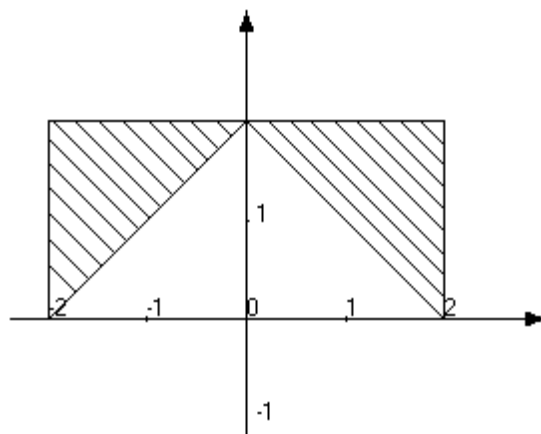
6)



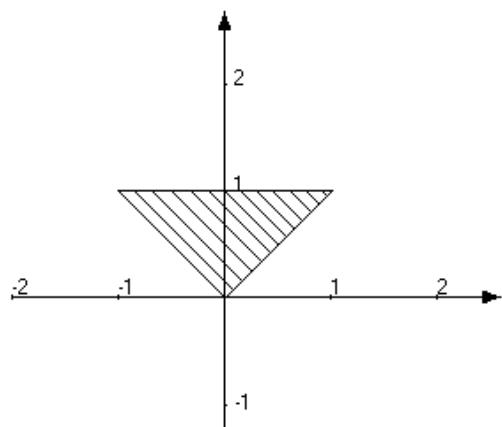
7)



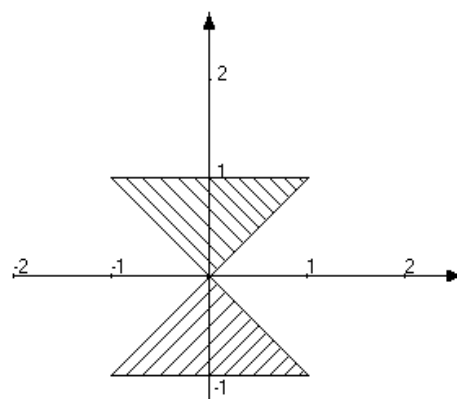
8)



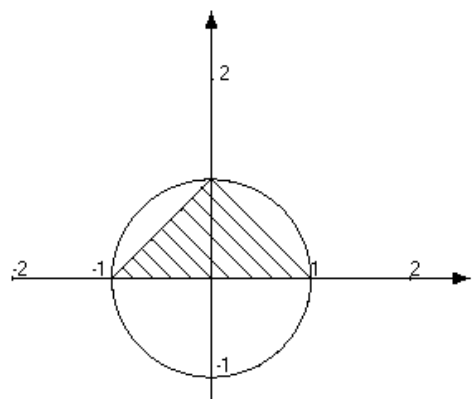
9)



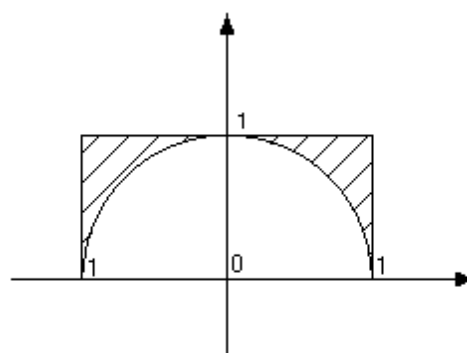
10)



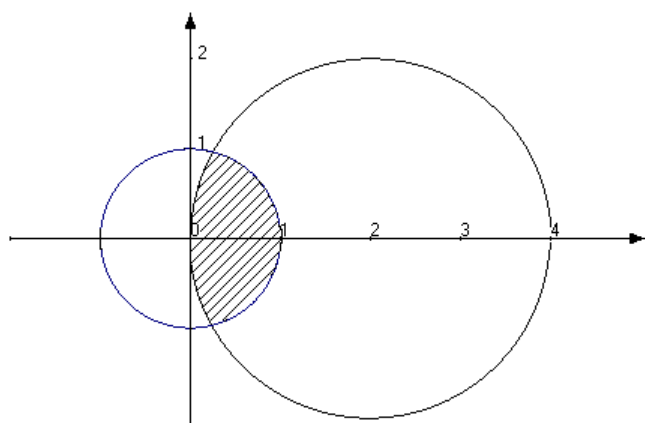
11)



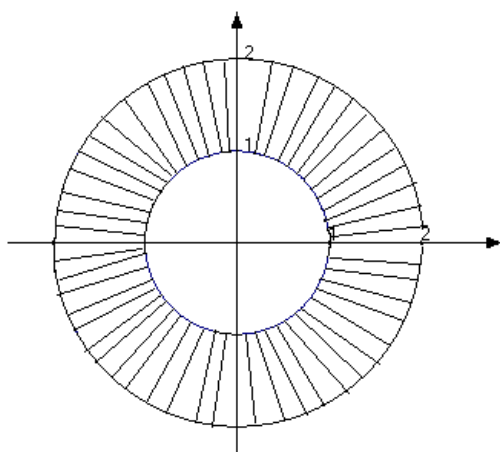
12)



13)



14)



15)

