// ConsoleApplication3.cpp : Defines the entry point for the console application.

//

#include "stdafx.h"

#include <iostream>

#include <vector>

using namespace std;

int VerificareNrPrim(int x, int d)

{

if (x == 0 || x == 1) return 1;

if (d >= x / 2) return 0;

if (x%d == 0) return 1;

return VerificareNrPrim(x, d + 1);

}

int CeaMaiMicaCifra(int x)

{

int mini = 9;

while (x)

{

if (x % 10 < mini)

{

mini = x % 10;

}

x = x / 10;

}

return mini;

}

void CitireVector(int lungime,vector<int>&vector)

{

int element;

for (int i = 0; i < lungime; i++)

{

cin >> element;

vector.push\_back(element);

}

}

void calcul( vector<int>&vector)

{

for (int i = 0; i < vector.size(); i++)

{

if (i % 2 == 0)

{

vector[i] = CeaMaiMicaCifra(vector[i]);

}

else

{

vector[i] = VerificareNrPrim(vector[i],2);

}

}

}

void AfisareVector(int n, vector<int>vector)

{

for (int i = 0; i < vector.size(); i++)

cout << vector[i] << " ";

}

int main()

{

int n;

cin >> n;

vector<int>vector;

CitireVector(n, vector);

calcul( vector);

AfisareVector(n, vector);

system("pause");

return 0;

}

// ConsoleApplication3.cpp : Defines the entry point for the console application.

//

#include "stdafx.h"

#include <iostream>

#include <vector>

using namespace std;

void CitireVector(int lungime, vector<int>&vector)

{

int element;

for (int i = 0; i < lungime; i++)

{

cin >> element;

vector.push\_back(element);

}

}

void stergere(int pozitie,int n, vector<int>&vector)

{

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

{

vector[i] = vector[i + 1];

}

}

void calcul(int &n,vector<int>&vector)

{

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

if (vector[i] == vector[i - 1] + vector[i + 1])

{

stergere(i, n , vector);

n--;

}

}

void AfisareVector(int n, vector<int>vector)

{

for (int i = 0; i < n; i++)

cout << vector[i] << " ";

}

int main()

{

int n;

cin >> n;

vector<int>vector;

CitireVector(n, vector);

calcul(n, vector);

AfisareVector(n, vector);

system("pause");

return 0;

}

// ConsoleApplication3.cpp : Defines the entry point for the console application.

//

#include "stdafx.h"

#include <iostream>

#include <vector>

using namespace std;

void CitireVector(int lungime, vector<int>&vector)

{

int element;

for (int i = 0; i < lungime; i++)

{

cin >> element;

vector.push\_back(element);

}

}

void SumaSiProdusul(int &suma, int &produsul)

{

int aux =suma;

suma = suma + produsul;

produsul = aux\*produsul;

}

void inserare(int pozitie, vector<int>&vector)

{

vector.push\_back(0);

vector.push\_back(vector[pozitie]);

int suma = 0, produsul = 0;

SumaSiProdusul(suma, produsul);

//vector.insert(vector.begin() + pozitie + 1, suma);

//vector.insert(vector.begin() + pozitie + 2, produsul);

}

void calcul( vector<int>&vector)

{

for (int i = 0; i < vector.size(); i++)

{

inserare(i, vector);

}

}

void AfisareVector(int n, vector<int>vector)

{

for (int i = 0; i < n; i++)

cout << vector[i] << " ";

}

int main()

{

int n;

cin >> n;

vector<int>vector;

CitireVector(n, vector);

calcul(vector);

AfisareVector(n, vector);

system("pause");

return 0;

}