2)

X + Y = 16

X2 – Y2 = 128

Y = 16 – X

X2 – (16 – X)2 = 128

X2 – (256 + X2 -32X) = 128

X2 – X2 + 32X – 256 = 128

32X = 128 + 256

32X = 384

X = 384/32

X = 12

Y = 16 – 12

Y = 4

Z = X.Y

Z = 12 . 4

Z = 48

3)

PG (3, 12, a3, a4, a5)

A2 = a1.q

12 = 3.q

Q = 12/3

Q = 4

PG (3, 12, 48, 192, 768)

192 + 48 = 240

10)

Program atividade10;

var

vetor: array[1..8] of integer;

i,j,temp: integer;

begin

vetor[1]:= 5;

vetor[2]:= 3;

vetor[3]:= 2;

vetor[4]:= 4;

vetor[5]:= 7;

vetor[6]:= 1;

vetor[7]:= 0;

vetor[8]:= 6;

for i:= 1 to 8 do

begin

for j:= 1 to 8 do

begin

if vetor[i] < vetor[j] then

begin

temp = vetor[i];

vetor[i] := vetor[j];

vetor[j] := temp;

end;

end;

end;

for i:= 1 to 8 do

writeln(vetor[i]);

end.