https://github.com/enkidomusic/labs.git

#include <iostream>

#include <cmath>

using namespace std;

int PowerA3(int A) {

int B = pow(A, 3);

return B;

}

int Sign(float X) {

int a;

if (X < 0) a = -1;

if (X == 0) a = 0;

if (X > 0) a = 1;

return a;

}

float RingS(float R1, float R2) {

float S = 3.14 \* pow(R1 - R2, 2);

return S;

}

int Quarter(float x, float y) {

if (x > 0 && y > 0) return 1;

if (x > 0 && y < 0) return 4;

if (x < 0 && y > 0) return 2;

if (x < 0 && y < 0) return 3;

}

float Fact2(int N) {

float result = 1;

if (N % 2 == 0) {

for (int i = 2; i < N; i+=2) {

result \*= i;

}

result \*= N;

return result;

}

if (N % 2 == 1) {

for (int i = 1; i < N; i+=2) {

result \*= i;

}

result \*= N;

return result;

}

}

int main() {

int task = 0;

do {

cout << "choose a task. type 0 to exit" << endl;

cin >> task;

switch (task) {

case 1:

{

cout << "enter 5 numbers" << endl;

for (int i = 0; i < 5; i++) {

int a(0);

cin >> a;

int result = PowerA3(a);

cout << result << endl;

}

break;

}

case 2:

{

float a, b;

cout << "enter 2 numbers" << endl;

cin >> a >> b;

int result = Sign(a) + Sign(b);

cout << result << endl;

break;

}

case 3:

{

for (int a = 0; a < 3; a++) {

float R1, R2;

cin >> R1 >> R2;

float result = RingS(R1, R2);

cout << result << endl;

}

break;

}

case 4:

{

for (int a = 0; a < 3; a++) {

float c, b;

cin >> c >> b;

int result = Quarter(c, b);

cout << result << endl;

}

break;

}

case 5:

{

float N;

cin >> N;

cout << Fact2(N) << endl;

break;

}

}

}

while (task != 0);

}