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

#include <iostream>

#include <vector>

#include <algorithm>

#include <cmath>

using namespace std;

int main()

{

int task;

do {

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

cin >> task;

switch(task) {

case 1:

{

int A,B;

cin >> A >> B;

if (A!=B) {

if (A>B) {

B=A;

}

else A=B;

cout << A << " " << B << endl;

}

else {

A=0;

B=0;

cout << A << " " << B << endl;

}

break;

}

case 2:

{

vector <int> verticies;

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

int a;

cin >> a;

verticies.push\_back(a);

}

sort(verticies.begin(),verticies.end());

cout << verticies[1]+verticies[2] << endl;

break;

}

case 3:

{

float Ax,Ay,Bx,By,Cx,Cy;

cin >> Ax >> Ay >> Bx >> By >> Cx >> Cy;

//rast B ot A

float k1B,k2B,gB;

k1B=abs(Ax-Bx)\*abs(Ax-Bx);

k2B=abs(Ay-By)\*abs(Ay-By);

gB=sqrt(k1B+k2B);

//rast C ot A

float k1C,k2C,gC;

k1C=abs(Ax-Cx)\*abs(Ax-Cx);

k2C=abs(Ay-Cy)\*abs(Ay-Cy);

gC=sqrt(k1C+k2C);

if (gB>gC) cout << "C " << gC << endl;

else cout << "B " << gB << endl;

break;

}

case 4:

{

int Ax,Ay;

cin >> Ax >> Ay;

if (Ax>0 && Ay>0) cout << "1" << endl;

if (Ax<0 && Ay>0) cout << "2" << endl;

if (Ax<0 && Ay<0) cout << "3" << endl;

if (Ax>0 && Ay<0) cout << "4" << endl;

break;

}

case 5:

{

int A;

cin >> A;

if (A==0) cout << "zero number" << endl;

if (A>0) {

if (A%2==0) cout << "positive even number" << endl;

else cout << "positive odd number" << endl;

}

if (A<0) {

if (A%2==0) cout << "negative even number" << endl;

else cout << "negative odd number" << endl;

}

break;

}

case 6:

{

int A;

cin >> A;

if (A%2==0) cout << "even ";

else cout << "odd ";

if (A/100>0) cout << "three-digit ";

if (A/10>0 && A/100==0) cout << "two-digit ";

if (A/10==0) cout << "one-digit ";

cout << "number" << endl;

break;

}

}

}

while (task!=0);

}