更改感觉到风发的是嘎嘎上的

1 Hello

asgfasgwagsadgagsdf发的试了很多次，表明当使用section的时候，如果在
括号内包含中文的话，在有代码的情况下无法正常输出，没有中文的话可以正
常输出；如果是没有代码的话，可以正常使用section作为一种包来使用。

Listing 1: Answer

```c
#include <stdio.h>
#include <stdlib.h>
#include <math.h>

#define ABS_FLOAT_0  0.00001

int main()
{
    typedef struct point{
        float x;
        float y;
    }point;
    typedef struct triangle{
        point A;
        point B;
        point C;
    }triangle;

    float Side_length (point M , point N ){
        float length ;
        length = fabs( sqrt((M.x - N.x)*(M.x - N.x) + (M.y - N.y)*(M.y - N.y
            )) );
        return length ;
    }

    int Is_triangle(triangle one){


        float AB ,AC ,BC ;
        AB = Side_length(one.A , one.B );
        AC = Side_length(one.A , one.C );
        BC = Side_length(one.B , one.C );

        if ( ( (AB*AC*BC)> 0 )&&( (AB+BC) > AC )&&( (AB+AC) > BC ) &&( (AC+
            BC) > AB )  )
             return 1;
```

```
35        else
36            return 0;
37    }
38    float Get_Triangle_Square (point A , point B ,point C ){
39        float AB ,AC ,BC ;
40        float  square , semi_perimeter ;
41        AB = Side_length(A , B );
42        AC = Side_length(A , C );
43        BC = Side_length(B , C );
44        semi_perimeter =( AB + AC + BC )/2 ;
45        square = sqrt(semi_perimeter * (semi_perimeter - AB ) * (
               semi_perimeter - BC ) * (semi_perimeter - AC ) );
46        return square;
47    }
48
49    int Is_display(point CIE_point , point A , point B ,point C){
50        float SABC , SADB , SADC , SBDC ;
51        float SumSquare ;
52        SABC = Get_Triangle_Square(A ,B ,C);
53        SADB = Get_Triangle_Square(A, CIE_point ,B);
54        SADC = Get_Triangle_Square(A , CIE_point , C);
55        SBDC = Get_Triangle_Square(B ,CIE_point , C );
56        SumSquare = SADC + SADB + SBDC ;
57        if((-ABS_FLOAT_0 < ( SABC - SumSquare )) && ((SABC - SumSquare) <
               ABS_FLOAT_0   )){
58            return 1;
59        }
60        else{
61        return 0 ;
62        }
63    }
64
65    float color_x , color_y , color_z ;
66    float CIE_x , CIE_y;
67    point CIE_point;
68    triangle Galaxy , iPad , AdobeRGB , sRGB ;
69    int status_G = -1 , status_i = -1 , status_A = -1 , status_s = -1 ;
70    int count = 0;
71
72        (Galaxy.A).x = 0.6627 ; (Galaxy.A).y = 0.3365   ;
73        (Galaxy.B).x = 0.1750 ; (Galaxy.B).y = 0.7315   ;
74        (Galaxy.C).x = 0.1440 ; (Galaxy.C).y = 0.0431   ;
75        (iPad.A).x   = 0.6476 ; (iPad.A).y   = 0.3293   ;
76        (iPad.B).x   = 0.3062 ; (iPad.B).y   = 0.6109   ;
77        (iPad.C).x   = 0.1525 ; (iPad.C).y   = 0.0454   ;
78        (AdobeRGB.A).x = 0.64; (AdobeRGB.A).y = 0.33 ;
```

```
79        (AdobeRGB.B).x = 0.21; (AdobeRGB.B).y = 0.71 ;
80        (AdobeRGB.C).x = 0.15; (AdobeRGB.C).y = 0.16 ;
81        (sRGB.A).x   = 0.64; (sRGB.A).y = 0.33 ;
82        (sRGB.B).x   = 0.30; (sRGB.B).y = 0.60 ;
83        (sRGB.C).x   = 0.15; (sRGB.C).y = 0.06 ;
84
85
86
87     while (scanf(" %f %f %f " , &color_x,&color_y,&color_z) != EOF ){
88
89        CIE_x = color_x/(color_x + color_y + color_z);
90        CIE_y = color_y/(color_x + color_y + color_z);
91
92        CIE_point.y = CIE_y;
93
94        status_G = -1 , status_i = -1 , status_A = -1 , status_s = -1 ;
95        status_G = Is_display (CIE_point , Galaxy.A , Galaxy.B , Galaxy.C );
96        status_i = Is_display (CIE_point , iPad.A , iPad.B , iPad.C );
97        status_A = Is_display (CIE_point , AdobeRGB.A , AdobeRGB.B , AdobeRGB
                .C );
98        status_s = Is_display (CIE_point , sRGB.A , sRGB.B , sRGB.C );
99
100       count++;
101       printf("#####################Color%d#####################\n",
                count );
102       printf("##                            Status                ##\n");
103       printf("##   Device:Galaxy            %d                    ##\n",
                status_G );
104       printf("##   Device:iPad2            %d                    ##\n",
                status_i );
105       printf("##   Standard:AdobeRGB        %d                    ##\n",
                status_A );
106       printf("##   Standard:sRGB            %d                    ##\n",
                status_s );
107       printf("##                                                 ##\n");
108       printf("## When Status is 1   , it means This color can be  ##\n");
109       printf("## displayed in Devices\/Standard ,if Status is 0 , ##\n");
110       printf("## it means can not be.                             ##\n");
111       printf("#############################################################\n");
112       printf("\n");
113       printf("\n");
114       printf("\n");
115       printf("if you want to test more Colors' CIE-XYZ ,Please input \n");
116       printf("Color_X  Color_Y Color_Z  \n");
117     }
118     return 0;
```

```
119 | }
120 |
121 | OUTPUT IS:
122 |
123 | 97.98 100.00 95.75
124 | #####################Color1#######################
125 | ##                            Status            ##
126 | ##   Device:Galaxy             1                ##
127 | ##   Device:iPad2              1                ##
128 | ##   Standard:AdobeRGB         1                ##
129 | ##   Standard:sRGB             1                ##
130 | ##                                              ##
131 | ## When Status is 1  , it means This color can be  ##
132 | ## displayed in Devices/Standard ,if Status is 0 , ##
133 | ## it means can not be.                         ##
134 | ####################################################
135 |
136 |
137 |
138 | if you want to test more Colors' CIE-XYZ ,Please input
139 | Color_X  Color_Y Color_Z
140 | 47.35 85.00 12.40
141 | #####################Color2#######################
142 | ##                            Status            ##
143 | ##   Device:Galaxy             1                ##
144 | ##   Device:iPad2              1                ##
145 | ##   Standard:AdobeRGB         1                ##
146 | ##   Standard:sRGB             0                ##
147 | ##                                              ##
148 | ## When Status is 1  , it means This color can be  ##
149 | ## displayed in Devices/Standard ,if Status is 0 , ##
150 | ## it means can not be.                         ##
151 | ####################################################
152 |
153 |
154 |
155 | if you want to test more Colors' CIE-XYZ ,Please input
156 | Color_X  Color_Y Color_Z
157 | 131.72    211.00   344.70
158 | #####################Color3#######################
159 | ##                            Status            ##
160 | ##   Device:Galaxy             1                ##
161 | ##   Device:iPad2              0                ##
162 | ##   Standard:AdobeRGB         1                ##
163 | ##   Standard:sRGB             0                ##
164 | ##                                              ##
```

```
165  ## When Status is 1  , it means This color can be  ##
166  ## displayed in Devices/Standard ,if Status is 0 , ##
167  ## it means can not be.                            ##
168  #####################################################
169
170
171
172  if you want to test more Colors' CIE-XYZ ,Please input
173  Color_X  Color_Y Color_Z
174  19.18    72.00   11.68
175  #####################Color4#######################
176  ##                        Status                  ##
177  ##   Device:Galaxy              1                 ##
178  ##   Device:iPad2              0                 ##
179  ##   Standard:AdobeRGB         0                 ##
180  ##   Standard:sRGB            0                 ##
181  ##                                               ##
182  ## When Status is 1  , it means This color can be  ##
183  ## displayed in Devices/Standard ,if Status is 0 , ##
184  ## it means can not be.                            ##
185  #####################################################
186
187
188
189  if you want to test more Colors' CIE-XYZ ,Please input
190  Color_X  Color_Y Color_Z
```

发生的馆娃宫————————— —————————————