#include <iostream>

#include <cmath>

#include <iomanip>

using namespace std;

double s(const double x);

int main()

{

double tp, tk, z;

int n;

cout << "tp = "; cin >> tp;

cout << "tk = "; cin >> tk;

cout << "n = "; cin >> n;

double dt = (tk - tp) / n;

double t = tp;

cout << "----------------------------------" << endl;

cout << "|" << setw(5) << "z" << setw(2) << "|" << setw(10) << "t" << setw(2) << "|" << endl;

cout << "----------------------------------" << endl;

while (t <= tk)

{

z = s(t \* t + 1) + 2 \* (s, s)(1 - t) + s(1);

cout << "|" << setw(5) << t << setw(2) << "|" << setw(10) << z << setw(2) << "|" << endl; t += dt;

}

return 0;

}

double s(const double x)

{

if (abs(x) > 1)

return cos(x) \* cos(x) + 1 / exp(x);

else

{

double S = 0;

int k = 0;

double a = 1;

S = a;

do

{

k++;

double R = pow(x, 2 \* k + 1) / ((2 \* k + 1 - 2) \* (2 \* k + 1 - 1) \* 2 \* k + 1);

a \*= R;

S += a;

} while (k < 4);

return S;

}

}