

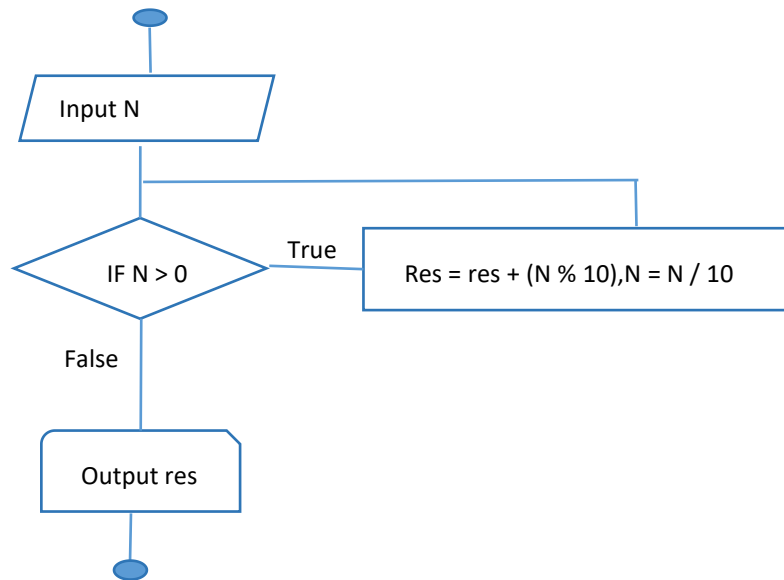
1.2

B1 : Input N

B2 :  $\text{res} = (N \% 10)$  ,  $N = N / 10$

B3 : IF  $N > 0$  return B2

B4 : Output  $\text{res} \% 10$



### 1.3

B1: input 2 integer a and b

B2: input an operation C

B3 :

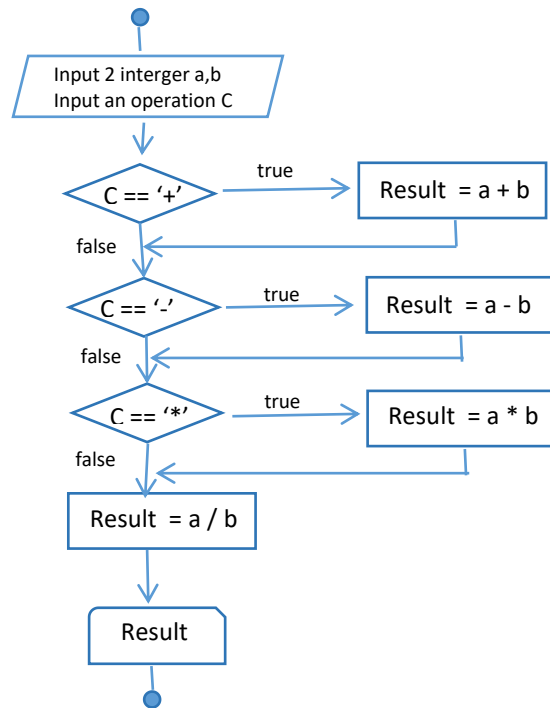
+if(C = '+') result = a + b

+if(C = '-') result = a - b

+if(C = '\*') result = a \* b

+if(C = '/') result = a / b

B4: output result



1.4

B1: input a(literature),b(math),c(physics)

B2:  $GPA = (a + b + c) / 3$

B3:

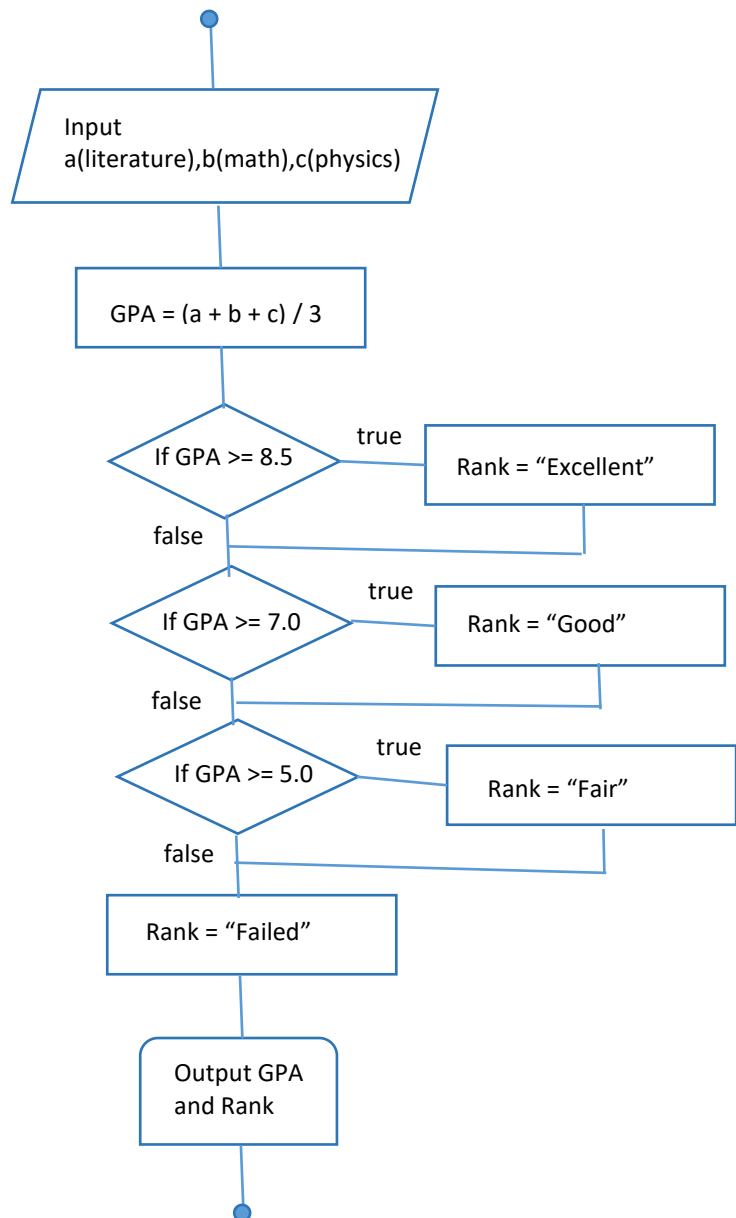
+if  $GPA \geq 8.5$  Rank = "excellent"

+if  $GPA \geq 7.0$  Rank = "good"

+if  $GPA \geq 5.0$  Rank = "fair"

+if  $GPA < 5.0$  Rank = "Failed"

B4 : output GPA and Rank



1.5

B1 : input month and year

B2 :

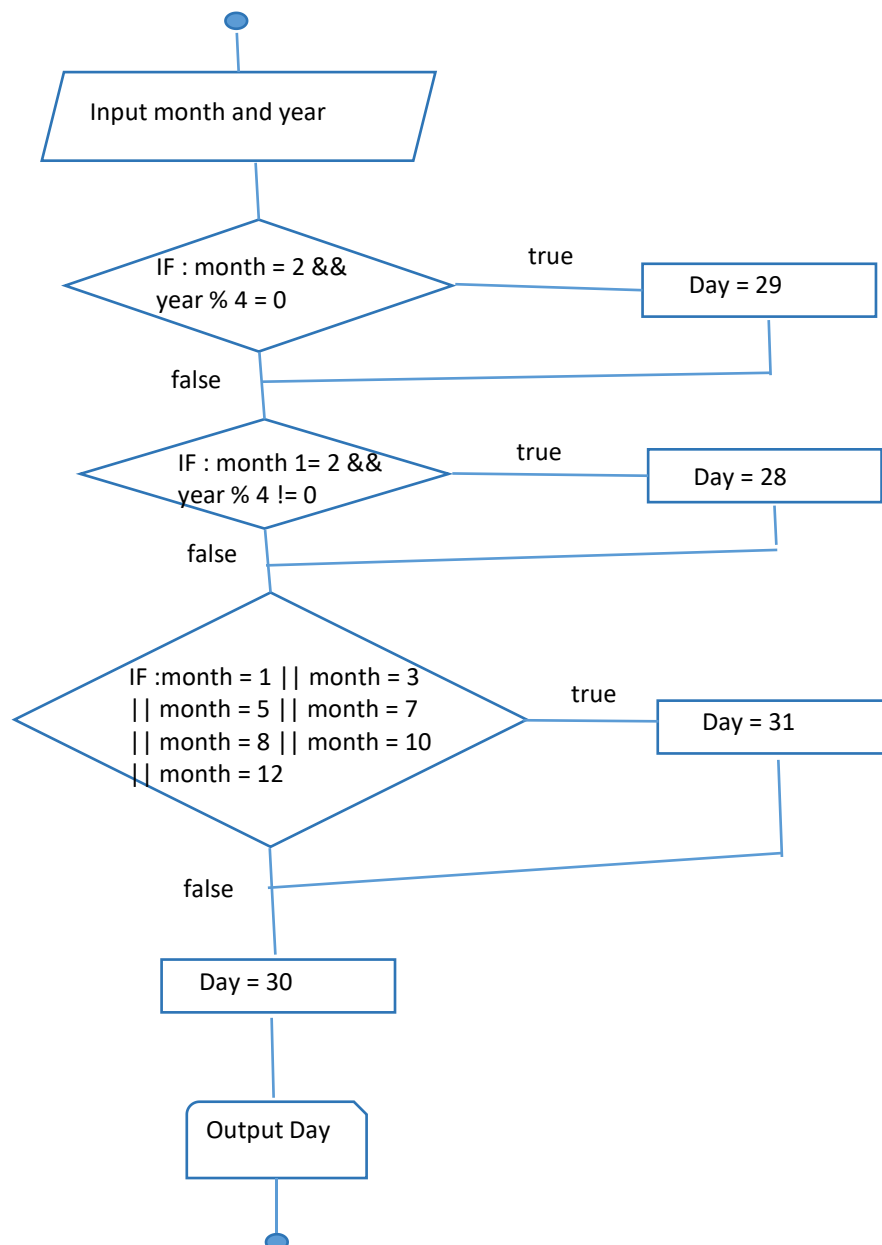
+if(month == 2 && year % 4 == 0) day = 29

+if(month == 2 && year % 4 != 0) day = 28

+if(month == 1 || month == 3 || month == 5 || month == 7 || month == 8 || month == 10 || month == 12) day = 31

+if(month == 4 || month == 6 || month == 9 || month == 11) day = 30

B3 :output day



1.6

B1:input x and n

B2 : ans = 1

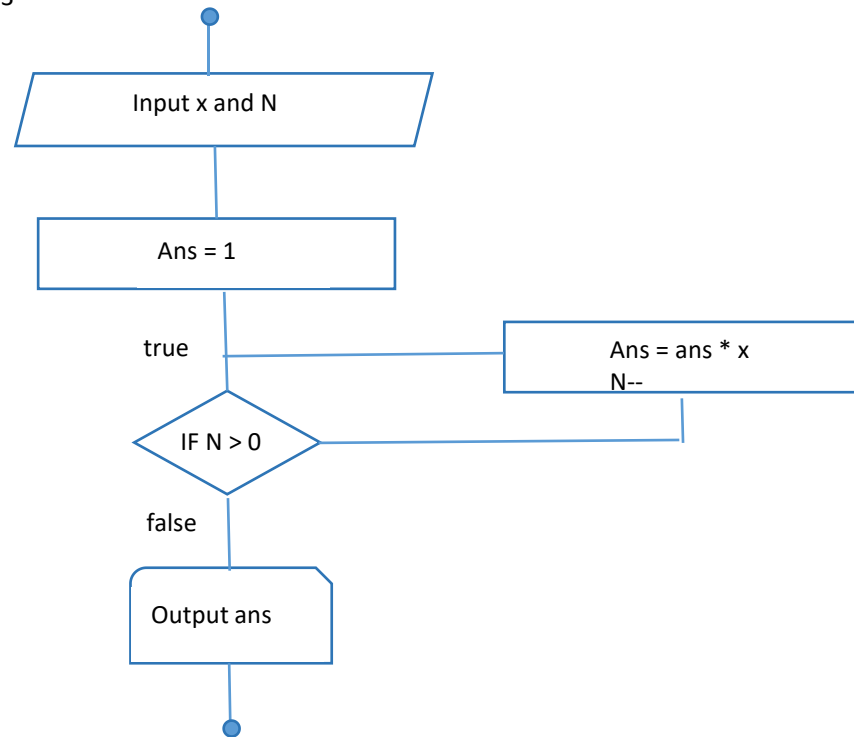
B3:

Ans = ans \* x

N--

B4:if(N > 0) return B3

B5 : output ans



1.7

B1 : input x,n

B2 :

B2.1 tmp = n, mul = 1

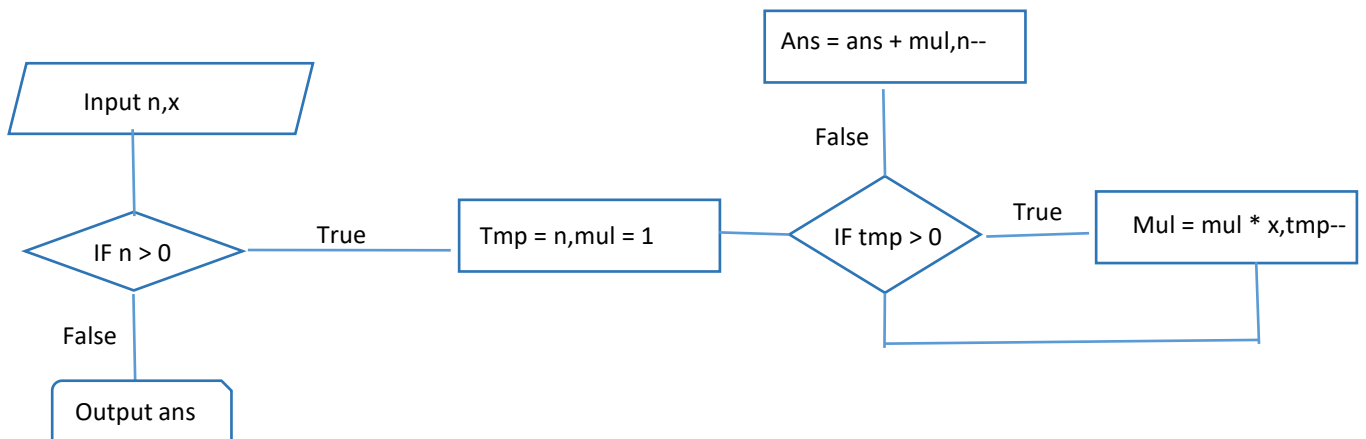
B2.2 mul = mul \* x, tmp--

B2.3 IF tmp > 0 return to B2.2

B2.4 ans = ans + mul

B3 IF n > 0 return to B2

B4 output ans



1.9

```
1 #include<bits/stdc++.h>
2
3 using namespace std;
4
5 int main() {
6     //input a,b,c
7     int a,b,c;
8     cin >> a >> b >> c;
9     int max = a;
10    if(b > max) max = b;
11    if(c > max) max = c;
12    cout << max;
13 }
```

```
# C:\Windows\system32\cmd.exe
3 5 7
7Press any key to continue . . .
```

a/ the program ask for the max of 3 interger a,b,c

b/ Print the max of 3 interger a,b,c

1.10

```
1 #include<bits/stdc++.h>
2
3 using namespace std;
4
5 int main() {
6     int n;
7     cin >> n;
8     long long s;
9     for (s = 1; n; n--)
10         s = s * n;
11     cout << s;
12 }
```

A/ the program ask for the fatorial of N it mean N!

B/

```
C:\Windows\system32\cmd.exe
10
3628800Press any key to continue . . .

3
3 6 6 Press any key to continue . . .
```