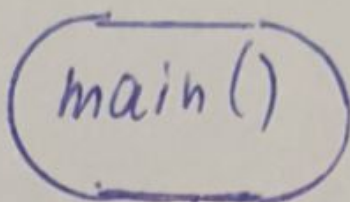
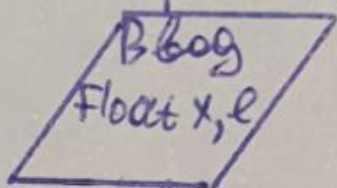


1

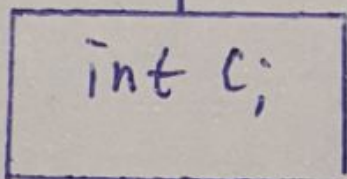
A



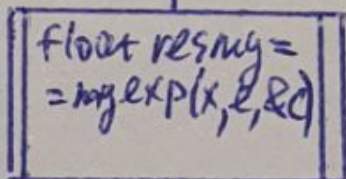
B



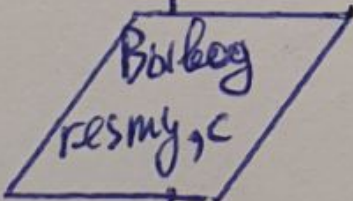
C



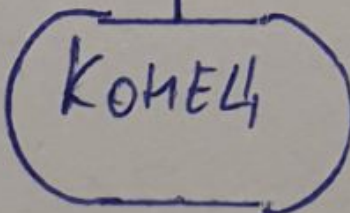
D



E



F



1

2

Float  
myExp(Float x,  
Float e, int \*c)

A

Float sum=0,  
y=~~x~~x, p=1;  
int i=1;

B

abs(p)>e?

C

ga

\*c = i-1;

sum += p;  
p = (-1)\*y/i;  
i++;

D

return sum;

E

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

```
float absf(float a) {
    if (a < 0)
        return -a;
    return a;
}
```

```
float myexp(float x, float e, int *c) {
    float sum=0, y=x*x, p=1;
    int i=1;
    while (absf(p) > e) {
        sum += p;
        p *= (-1)*y/i;
        i++;
        // printf("%d%s",i, " ");
        // printf("%f%s",p, " ");
        // printf("%f%s",sum,"\n");
    }
    *c = i-1;
    return sum;
}
```

```
int main()
{
    float x,e;
    int c;
    scanf("%f%f",&x,&e);
    float resmy = myexp(x,e,&c);
    float resmath = expf(-x*x);
    printf("%s%f%s", "e^(-x^2) = ", resmy, "\n");
    printf("%s%d%s", "Количество членов ряда: ", c, "\n");
    printf("%s%f", "Результат библиотеки math:", resmath);

    return 0;
}
```

	A	B	C	D	E	F	G	H	I	J	K
1	Оператор	Условие	x	e	c	resmy	y	sum	p	i	Примечание
2	scanf("%f",&x);		2								
3	scanf("%f",&e);			0.001							
4	sum = 0							0			
5	y = x*x						x*x				
6	p=1								1		
7	i=1									1	
8	abs(p) > e?	ДА									
9	sum+=p							1			
10	p*=(-1)*y/i								-4		
11	i+=1									2	
12	abs(p) > e?	ДА									
13	sum+=p							-3			
14	p*=(-1)*y/i								8		
15	i+=1									3	
16	abs(p) > e?	ДА									
17	sum+=p							5			
18	p*=(-1)*y/i								-10.66667		
19	i+=1									4	
20	abs(p) > e?	ДА									
21	sum+=p							-5.66667			
22	p*=(-1)*y/i								10.66667		
23	i+=1									5	
24	abs(p) > e?	ДА									
25	sum+=p							5			
26	p*=(-1)*y/i								8.533334		
27	i+=1									6	
28	abs(p) > e?	ДА									
29	sum+=p							-3.533334			

[illegible]

[illegible]