第一题

```
1 2
f(x)=0.241970
g(x)=0.316443
```

```
#include <stdio.h>
                             #include <cmath>
                             #define pi 3.1416
         3
                              #pragma warning(disable: 4996)
        5
                                int main() {
         6
                                                                double x,y;
        7
                                                                 scanf("%lf %lf", &x,&y);
                                                                printf("f(x)=%lf\n", (1/(sqrt(2*pi))*exp(-x*x/2)));
        8
                                                               printf("g(x)=%lf",(1.0/3.0) * sin(x * x + y * y) * cos(x + y * y) * cos(
        9
                               y));
10
11
12
                                                               return 0;
13 | }
```

第二题

```
1. x=0时为1, x=1时为0
2. 0
3. a \in (-10, -5)且b = c时为1,其余为0
4. 1
5. 0 < y < 5且5 < b < 6时为1,其余为0
6. 1
7. y < 2且3 < x < 5时为1,其余为0
```

乙在说谎

```
#include <stdio.h>
 1
 2
    int main() {
        int a = 1, b = 0, c = 0;
 3
 4
        b = 0;
 5
        c = 1;
 6
        b = 1;
 7
        if (a == 1 && b == 0 && c == 0)printf("甲在说谎");
 8
        a = 0, b = 1, c = 0;
 9
        b = 1;
        c = 0;
10
11
        b = 1;
        if (a == 0 && b == 1 && c == 0)printf("乙在说谎");
12
13
        a = 0, b = 0, c = 1;
        b = 1;
14
15
        c = 1;
16
        if (a == 0 && b == 0 && c == 1)printf("丙在说谎");
17
        return 0;
18 }
```

选做题

1只小鸡2只公鸡65只母鸡3只小鸡1只公鸡65只母鸡2只小鸡1只公鸡65只母鸡1只小鸡1只公鸡65只母鸡

```
#include <stdio.h>
int main() {
    int a, b, c;

for (c = 100;c > 0;c--) {
    if (15 * c <= 1000) {
        if (1000 - 15 * c >= 15) {
            int rest_ab = 1000 - 15 * c;
        }
}
```

```
for (b = rest_ab / 10;b > 0;b--) {
 8
                       int rest_a = rest_ab - 10 * b;
 9
                       for (a = rest_a / 5;a > 0;a--) {
10
                           printf("%d只小鸡%d只公鸡%d只母鸡\n", a, b,
11
    c);
                       }
12
13
                   }
                   break;
14
15
               }
           }
16
17
       return 0;
18
19
   }
20
```