实验3

1.

#include <iostream>

using namespace std;

int main()

{int x,y,r1,r2;

cin>>x>>y;

if(x==0||y==0)

cout<<"input error"<<endl;

else

{

{if(x>y)

{r1=x/y;

r2=x%y;}

else

{r1=y/x;

r2=y%x;}

}

cout<<"商="<<r1<<"余数="<<r2<<endl;

}

system("pause");

return 0;

}

2.

#include <iostream>

using namespace std;

int main()

{

double height,weight,bmi;

cin>>height>>weight;

bmi=weight/(height\*height);

if(bmi<=18.4)

cout<<"消瘦"<<endl;

else if(bmi<23.9)

cout<<"正常"<<endl;

else if(bmi<27.9)

cout<<"超重"<<endl;

else

cout<<"肥胖"<<endl;

system("pause");

return 0;

}

3.

//if语句

#include <iostream>

using namespace std;

int main()

{float x,y;

cout<<"input x:"<<endl;

if(x<1000)

y=x;

else if(x<2000)

y=0.9\*x;

else if(x<3000)

y=0.8\*x;

else

y=0.7\*x;

cout<<"x="<<x<<"\ty="<<y<<endl;

system("pause");

return 0;

}

//switch 语句

#include <iostream>

using namespace std;

int main()

{float x,y;

cout<<"input x:"<<endl;

switch(int(x)/1000)

{case 0:y=x; break;

case 1:y=0.9\*x; break;

case 2:y=0.8\*x; break;

default:y=0.7\*x;break;

cout<<"x="<<x<<"\ty="<<y<<endl;

system("pause");

return 0;

}

4.

#include <iostream>

using namespace std;

int main()

{float x,y,z,t;

cout<<"input x,y,z:"<<endl;

cin>>x>>y>>z;

if(x>y)

{t=x; x=y; y=t;}

if(x>z)

{t=x; x=z; z=t;}

if(y>z)

{t=y; y=z; z=t;}

cout<<x<<"<"<<y<<"<"<<z<<endl;

system("pause");

return 0;

}

5.

#include <iostream>

using namespace std;

int main()

{

int flag=1;

char op;

double a,b,r;

cin>>a>>op>>b;

switch(op)

{

case '+': r=a+b;break;

case '-': r=a-b;break;

case '\*': r=a\*b;break;

case '/': if(b==0)

{

cout<<"除数不能为0"<<endl;

flag=0;

break;

}

else

{

r=a/b;

break;

}

default: cout<<"运算符输入错误"<<endl;

flag=0;

}

if(flag!=0)

cout<<a<<op<<b<<"="<<r<<endl;

system("pause");

return 0;

}

6.

#include <iostream>

using namespace std;

int main()

{

int x,a,b,c,max,min;

cin>>x;

a=x/100;

b=x/10%10;

c=x%10;

max=a>b?a:b;

max=max>c?max:c;

min=a<b?a:b;

min=min<c?min:c;

cout<<"max-min="<<max-min<<endl;

system("pause");

return 0;

}