14.

#include <iostream>

#include <cmath>

using namespace std;

void makeSides(double arr1[], double arr2[], double arr3[], int n) {

arr3[n] = sqrt(pow(arr1[0] - arr2[0], 2) + pow(arr1[1] - arr2[1], 2));

}

double square(double arr[]) {

double a = arr[0],

b = arr[1],

c = arr[2],

p = (a + b + c) / 2;

return sqrt(p \* (p - a) \* (p - b) \* (p - c));

}

void fillArr(double arr[3][2], int n, int m) {

for (int i = 0; i < n; i++) {

for (int j = 0; j < m; j++) {

cin >> arr[i][j];

}

}

}

void show(double arr[3][2], const int n, const int m) {

for (int i = 0; i < n; i++) {

for (int j = 0; j < m; j++) {

cout << arr[i][j] << " ";

}

cout << endl;

}

}

int main() {

const int row = 3, col = 2;

double coord1[row][col];

double coord2[row][col];

double tr1[row];

double tr2[row];

fillArr(coord1, row, col);

fillArr(coord2, row, col);

makeSides(coord1[0], coord1[1], tr1, 0);

makeSides(coord1[0], coord1[2], tr1, 1);

makeSides(coord1[1], coord1[2], tr1, 2);

makeSides(coord2[0], coord2[1], tr2, 0);

makeSides(coord2[0], coord2[2], tr2, 1);

makeSides(coord2[1], coord2[2], tr2, 2);

if (square(tr1) > square(tr2)) {

cout << square(tr1) << endl;

}

else {

cout << square(tr2) << endl;

}

}

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#include <iostream>

#include <cmath>

#include <stdlib.h>

using namespace std;

double dist(double x, double y, double arr[], double arr1[]) {

double a = abs(arr[0] - arr1[0]);

cout << a << endl;

double b = abs(arr[1] - arr1[1]);

cout << b << endl;

double c = (arr[1]\*arr1[0])- (arr[0]\*arr1[1]);

cout << c << endl;

cout << abs(a \* x + b \* y + c) / sqrt(a \* a + b \* b) << endl;

return abs(a\*x+b\*y+c)/sqrt(a\*a+b\*b);

}

void fillArr(double arr[3][2], int n, int m) {

for (int i = 0; i < n; i++) {

for (int j = 0; j < m; j++) {

cin >> arr[i][j];

}

}

cout << endl;

}

int main() {

const int row = 3, col = 2;

double x, y;

cout << "Write x and y" << endl;

cin >> x >> y;

double coord[row][col];

cout << "Write coordinates of triangular" << endl;

fillArr(coord, row, col);

cout << min(dist(x,y,coord[0],coord[1]),min(dist(x, y, coord[0], coord[2]), dist(x, y, coord[1], coord[2])));

}

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#include <iostream>

#include <cmath>

#include <stdlib.h>

using namespace std;

bool isSimple(int a) {

for (int i = 2; i < a; i++) {

if (a % i == 0)

return false;

}

return true;

}

int main() {

int n;

cin >> n;

for (int i = n; i < 2\*n - 2; i++) {

if (isSimple(i))

if(isSimple(i+2))

cout << i << " " << i+2 << endl;

}

}

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#include <iostream>

#include <cmath>

#include <stdlib.h>

using namespace std;

int div(int a) {

int sum = 0;

for (int i = 1; i < a; i++) {

if (a % i == 0)

sum+=i;

}

return sum;

}

int main() {

int n;

cin >> n;

int\* arr = new int[n+1];

for (int i = 1; i <= n; i++) {

arr[i] = div(i);

}

for (int i = 1; i <= n; i++) {

for (int j = i; j <= n; j++) {

if (i == arr[j] && div(i) == j && i%j!=0)

cout << i << " " << j << endl;

}

}

}