```c
#include <stdio.h>
#include <stdlib.h>
#include <math.h>
#include <algorithm>
//#include "test.h"

//형성평가 1 번

void swap(int &x, int &y){
    int tmp = x;
    x = y;
    y = tmp;
}

void downSort(int a[], int cnt) { //내림차순 정렬
    int i, j;
    for (i = 0; i < cnt - 1; i++) {
        for (j = i + 1; j < cnt; j++) {
            if (a[i] < a[j]) {
                swap(a[i], a[j]);
            }
        }
    }
}

void input(int a[], int cnt){
    int i;
    for ( i = 0; i < cnt; i++)
    {
        scanf("%d", &a[i]);

    }
}

void output(int a[], int cnt){
    int i;
    for ( i = 0; i < cnt; i++)
    {
        printf("%d ", a[i]);
    }

}

int main() {

    int num;
    int index[15];
    scanf("%d", &num);

    input(index,num);
```

```
    downSort(index,num);
    output(index,num);


    return 0;
}
```

```cpp
#include <stdio.h>
#include <stdlib.h>
#include <math.h>
#include <algorithm>
//#include "test.h"

// 형성평가 2 번

void minMaxSwap(double &x, double &y){

    if (x > y){
        double tmp = x;
        x = y;
        y = tmp;
    }
}

int main() {

    double num1, num2;

    scanf("%lf %lf", &num1, &num2);

    num1 = sqrt(num1);
    num2 = sqrt(num2);

    minMaxSwap(num1, num2);

    int min = (int)ceil(num1);
    int max = (int)floor(num2);

    int cnt = 0;

    for (int i = min; i <= max; i++)
    {
        cnt++;
    }

    printf("%d", cnt);
```

```c
    return 0;
}
```

```c
#include <stdio.h>
#include <stdlib.h>
#include <math.h>
#include <algorithm>
//#include "test.h"

// 형성평가 3 번

int main() {

    int num[5];
    int sum = 0;

    for (int i = 0; i < 5; i++)
    {
        scanf("%d", &num[i]);
        num[i] = abs(num[i]);
        sum += num[i];
    }

    printf("%d", sum);

    return 0;
}
```

```c
#include <stdio.h>
#include <stdlib.h>
#include <math.h>
#include <algorithm>
//#include "test.h"

// 형성평가 4 번
int main() {


    int a = 0;
    scanf("%d", &a);
    a = pow(2,a);
    printf("%d", a);
    return 0;
}
```

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

```c
#include <stdlib.h>
#include <math.h>
#include <algorithm>
//#include "test.h"

// 형성평가 5 번
int main() {

    double num1, num2, num3;
    scanf("%lf %lf %lf", &num1, &num2, &num3);

    double sum = num1 + num2 + num3;
    double agv = sum/3;
    printf("%.0f\n", agv);

    num1 = round(num1);
    num2 = round(num2);
    num3 = round(num3);

    sum = (int)num1 + num2 + num3;
    agv = sum/3;
    printf("%.0f\n", agv);
}
```

```c
#include <stdio.h>
#include <stdlib.h>
#include <math.h>
#include <algorithm>
//#include "test.h"
#define seven 7
#define swap(x,y){int z= x; x = y; y = z;}
// 형성평가 6 번

void sort(int a[]){
    int i, j;
    for (i = 1; i < 4; i++) {
        for (j = 0; j < seven - i; j++) {
            if (a[j] > a[j + 1]) {
                swap(a[j], a[j + 1]);
            }
        }
    }
}

 void output(int a[]){
    int i;
    for (i = 0; i < seven; i++) {
        printf("%d ", a[i]);
    }
```

```c
}

void input(int a[], int cnt){
    int i;
    for ( i = 0; i < cnt; i++)
    {
        scanf("%d", &a[i]);

    }
}


int main() {
    int index[seven];

    input(index,seven);
    sort(index);
    output(index);


}
```

```c
#include <stdio.h>
#include <stdlib.h>
#include <math.h>
#include <algorithm>
//#include "test.h"
#define pi 3.141592
#define answer(x) (x) * (x) * (pi)

//형성평가 7 번

int main() {

    double a;
    printf("radius : ");
    scanf("%lf", &a);
    a = answer(a);
    printf("%0.3f", a);
}
```