

# TD N°10 langage C++

## Exercice 1 :

```
#include<iostream>
using namespace std;
#include<cmath>

double distance(double xa, double ya, double xb, double yb)
{
    double dx,dy;
    dx=xa-xb;
    dy=ya-yb;
    return sqrt(dx*dx+dy*dy);
}

int main()
{
    double x1,y1,x2,y2,d;

    cout<<"Tapez l'abscisse de A : ";cin>>x1;
    cout<<"Tapez l'ordonnée de A : ";cin>>y1;
    cout<<"Tapez l'abscisse de B : ";cin>>x2;
    cout<<"Tapez l'ordonnée de B : ";cin>>y2;

    d=distance(x1,y1,x2,y2);

    cout<<"La distance AB vaut : "<<d<<endl;
    return 0;
}
```

**Exercise 2 :**

```
#include<iostream>
using namespace std;
#include<cmath>

double f(double x, bool &ok)
{
    double r=0;

    if(x>=1 && x<=2){r=sqrt((x-1)*(2-x));ok=true;}
        else ok=false;
    return r;
}

int main()
{
    double x,y;
    bool ok;
    cout<<"Tapez x :";cin>>x;
    y=f(x,ok);
    if(ok) cout<<"f(x) vaut :"<<y<<endl;
        else cout<<"x n'est pas correct"<<endl;
    return 0;
}
```

**Exercise 3 :**

```
#include<iostream>
using namespace std;
#include<cmath>

bool f(int x)
{
    bool r=true;
    int d=2;
    while(r && d*d<=x) if(x%d==0) r=false; else d++;
    return r;
}

int main()
{
    int x;
    bool premier;
    do{
        cout<<"Tapez x :";cin>>x;
    }while(x<=0);
    premier=f(x);
    if(premier) cout<<"x est premier"<<endl;
        else cout<<"x n'est pas premier"<<endl;
    return 0;
}
```

**Exercice 4 :**

```
#include<iostream>
using namespace std;

bool premier(int x)
{
    bool r=true;
    int d=2;
    while (r && d*d<=x) if (x%d==0) r=false; else d++;
    return r;
}

int Npremier(int N)
{
    int nb=0;
    int i=2;

    while (nb!=N)
    {
        if (premier(i)) nb++;
        i++;
    }
    return i-1;
}

int main()
{
    int N,p;
    cout<<"Tapez la valeur de N : ";cin>>N;
    p=Npremier(N);
    cout<<"Le N-ième nombre premier est : "<<p<<endl;
    return 0;
}
```

**Exercise 5 :**

```
#include<iostream>
using namespace std;

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

int main()
{
    int a,b;
    cout<<"Tapez a :";cin>>a;
    cout<<"Tapez b :";cin>>b;
    swap(a,b);
    cout<<"a vaut : "<<a<<endl;
    cout<<"b vaut : "<<b<<endl;

    return 0;
}
```