#include<stdio.h>

#include<math.h>

#include<conio.h>

float f(float x, float y){

return (cos(x) + cos(y));

}

void main(){

float pi = 3.1415, a = 1.2, b = 1, Z1, Z2, Z3, Z;

Z1 = pow(f(2\*a, b),2);

Z2 = a\*(f(5\*pi/180, 0.3\*pi));

Z3 = sqrt(fabs(f(a, 2\*b)));

Z = (Z1/Z2) + Z3;

printf("a=%.1lf\n", a);

printf("b=%.0lf\n", b);

printf("Z=%4.4f\n", Z);

getch();

return;

}

