**2.**

20 30XY

**3.**

x= 4617

x=4617

**4.**

x=12,y=34,z=62

**5.**

#include<stdio.h>

#include<math.h>

main()

{

double a, b, c;

printf("please input c and a:");

scanf("%lf %lf",&c,&a);

b = sqrt(c\*c-a\*a);

printf("b=%lf",b);

}

**6.**

#include<stdio.h>

main()

{

char x;

printf("please input x:");

x = getchar();

x -= 48;

printf("x=%d\n",x);

}