

```
1  #include<iostream>
2  using namespace std;
3  int main()
4  {
5      int a, b;
6      cin >> a >> b;
7      bool is_a_even = (a % 2 == 0);
8      bool is_b_even = (b % 2 == 0);
9      if (!is_a_even && !is_b_even)
10         cout << a * b << "\n";
11     else if (is_a_even && is_b_even)
12         cout << a / b << "\n";
13     else if (!is_a_even && is_b_even)
14         cout << a + b << "\n";
15     else
16         cout << a - b << "\n";
17     return 0;
18 }
```

```
1 #include<iostream>
2 using namespace std;
3 int main()
4 {
5     int a, b, c, tmp;
6     cin >> a >> b >> c;
7
8     if (b < a) {
9
10         tmp = a;
11         a = b;
12         b = tmp;
13     }
14
15     if (c < b) {
16
17         tmp = b;
18         b = c;
19         c = tmp;
20         if (b < a) {
21             tmp = a;
22             a = b;
23             b = tmp;
24         }
25     }
26     cout<<a<<" "<<b<<" "<<c<<"\n";
27     return 0;
28 }
```

```
1  #include<iostream>
2  using namespace std;
3  int main()
4  {
5      int a, b, c, tmp;
6      cin >> a >> b >> c;
7
8      int res = -1;
9
10     if (a < 100 && a > res)
11         res = a;
12
13     if (b < 100 && b > res)
14         res = b;
15
16     if (c < 100 && c > res)
17         res = c;
18
19     cout<<res<<"\n";
20     return 0;
21 }
```

```
1 #include<iostream>
2 using namespace std;
3 int main()
4 {
5     int x, a1, a2, a3, a4, a5;
6     cin >> x >> a1 >> a2 >> a3 >> a4 >> a5;
7     int cnt = 0;
8     cnt += (a1 <= x);
9     cnt += (a2 <= x);
10    cnt += (a3 <= x);
11    cnt += (a4 <= x);
12    cnt += (a5 <= x);
13    cout << cnt << " " << 5 - cnt << "\n";
14    return 0;
15 }
```

```
1  #include<iostream>
2  using namespace std;
3  int main()
4  {
5      int result, num;
6
7      cin>>result;
8
9      cin>>num;    if(result < num)    result = num;
10     cin>>num;    if(result < num)    result = num;
11     cin>>num;    if(result < num)    result = num;
12     cin>>num;    if(result < num)    result = num;
13     cin>>num;    if(result < num)    result = num;
14     cin>>num;    if(result < num)    result = num;
15     cin>>num;    if(result < num)    result = num;
16     cin>>num;    if(result < num)    result = num;
17     cin>>num;    if(result < num)    result = num;
18
19     cout<<result;
20     return 0;
21 }
```

```
1 #include<iostream>
2 using namespace std;
3 int main()
4 {
5     int cnt, result, num;
6     cin>>cnt;
7     cin>>result;
8     cnt -= 1;
9
10    if(cnt > 0)    {cnt -=1;    cin>>num;    if(result < num)    result = num;    }
11    if(cnt > 0)    {cnt -=1;    cin>>num;    if(result < num)    result = num;    }
12    if(cnt > 0)    {cnt -=1;    cin>>num;    if(result < num)    result = num;    }
13    if(cnt > 0)    {cnt -=1;    cin>>num;    if(result < num)    result = num;    }
14    if(cnt > 0)    {cnt -=1;    cin>>num;    if(result < num)    result = num;    }
15    if(cnt > 0)    {cnt -=1;    cin>>num;    if(result < num)    result = num;    }
16    if(cnt > 0)    {cnt -=1;    cin>>num;    if(result < num)    result = num;    }
17    if(cnt > 0)    {cnt -=1;    cin>>num;    if(result < num)    result = num;    }
18    if(cnt > 0)    {cnt -=1;    cin>>num;    if(result < num)    result = num;    }
19
20    cout<<result;
21    return 0;
22 }
```

```
1 #include<iostream>
2 using namespace std;
3 int main()
4 {
5     int x, start, end, cnt = 0;
6     cin>>x;
7     cin>>start>>end;
8     cnt += (start <= x && x <= end);
9     cin>>start>>end;
0     cnt += (start <= x && x <= end);
1     cin>>start>>end;
2     cnt += (start <= x && x <= end);
3     cout<<cnt<<"\n";
4     return 0;
5 }
```

```
1  #include<iostream>
2  using namespace std;
3  int main()
4  {
5      int s1, e1, s2, e2;
6      cin >> s1 >> e1 >> s2 >> e2;
7      if(e1 < s2 || e2 < s1)
8          cout<<-1<<"\n";
9      else
10     {
11         if(s1 < s2) s1 = s2;
12         if(e1 > e2) e1 = e2;
13         cout<<s1<<" " <<e1<<"\n";
14     }
15     return 0;
16 }
```