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| --- | --- |
| int a, b; // deklaracija  cout <<"UNESI BROJ: ";  cin >> a>> b;    cout<<a\*b<<endl;  system ("PAUSE"); return 0; } | int a, b,c ; // deklaracija  cout <<"UNESI BROJ: ";  cin >> a>> b;  c=a\*b;  cout<<c<<endl;  system ("PAUSE"); return 0; } |
|  | int a, b,c ; // deklaracija  cout <<"UNESI BROJ: ";  cin >> a>> b;  c=a\*b;  cout<<c<<endl;  cout<<c+5<<endl;  system ("PAUSE"); return 0; }  ili  int a, b,c,d ; // deklaracija  cout <<"UNESI BROJ: ";  cin >> a>> b;  c=a\*b;  cout<<c<<endl;  d=c+5;  cout<<d<<endl;  system ("PAUSE"); return 0; }  ili  int a, b,c,d ; // deklaracija  cout <<"UNESI BROJ: ";  cin >> a>> b;  c=a\*b;  cout<<c<<endl;  c+=5; // c=c+5;  cout<<c<<endl;  system ("PAUSE"); return 0; } |
| INKREMENT – UVEĆAVA ZA 1 a++ a=a+1 a+=1 ~~a+1~~  ++a  DEKREMENT – SMANJUJE ZA 1 a-- a=a-1 a-=1 ~~a-1~~  --a | |
| int a;  cout <<"UNESI BROJ: ";  cin >> a;  cout << a++<<endl;  system ("PAUSE"); return 0; } | int a;  cout <<"UNESI BROJ: ";  cin >> a;  cout << a++<<endl;  cout<<a;  system ("PAUSE"); return 0; } |
| int a;  cout <<"UNESI BROJ: ";  cin >> a;  cout <<++ a<<endl;  system ("PAUSE"); return 0; } |  |
| #include<iostream>  #include <math.h> // ili #include<cmath>  using namespace std;  int main ( )  {  int a;  cout <<"UNESI BROJ: ";  cin >> a;    cout<<pow(a,2);    system ("PAUSE"); return 0; } | #include<iostream>  #include <cmath> // ili #include<cmath>  using namespace std;  int main ( )  {  int a;  cout <<"UNESI BROJ: ";  cin >> a;    cout<<sqrt(a);  cout<<endl;    system ("PAUSE");  return 0; } |
| #include<iostream>  #include <cmath> // ili #include<cmath>  using namespace std;  int main ( )  {  float a;  cout <<"UNESI BROJ: ";  cin >> a;    cout<<ceil(a);  cout<<endl;    system ("PAUSE");  return 0; } | #include<iostream>  #include <cmath> // ili #include<cmath>  using namespace std;  int main ( )  {  float a;  cout <<"UNESI BROJ: ";  cin >> a;    cout<<floor(a);  cout<<endl;    system ("PAUSE");  return 0; } |
| #include<iostream>  #include <cmath> // ili #include<cmath>  using namespace std;  int main ( )  {  float a,c;  cout <<"UNESI BROJ: ";  cin >> a;  c=sqrt(a);  cout<<sqrt(a);  cout<<endl;  cout<<floor(c);    cout<<endl;    system ("PAUSE");  return 0; } | #include<iostream>  #include <cmath> // ili #include<cmath>  using namespace std;  int main ( )  {  float a;  cout <<"UNESI BROJ: ";  cin >> a;    cout<<trunc(a);    cout<<endl;    system ("PAUSE");  return 0; } |
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