Bài 1.1. Tính tổng, hiệu, tích, thương và đồng dư

```
int  main()
{
    int a,b;
    cout<<" a=";  cin>>a;
    cout<<" b=";  cin>>b;
        int T     =    a+b;
        int H     =    a-b;
        int Ti    =    a*b;
        float Th  =    (float) a/b;
        int  D    =    a%b;
    cout<<" Tong   = "<<T<<endl;
    cout<<" Hieu   = "<<H<<endl;
    cout<<" Tich   = "<<Ti<<endl;
    cout<<" Thuong = "<<Th<<endl;
    cout<<" Dong du = "<<D<<endl;
    return 0;
}
```

Bài 1.2. Đọc số nguyên

```
int  main()
{
     int n;

     do
     {
          cout<<" n=";  cin>>n;
          if(n<=0 || n>9999)  cout<<"n khong hop le";
     }
     while(n<=0 || n>9999);

     int N = n/1000 ;
     int T = (n%1000)/100 ;
     int C = (n%100)/10 ;
     int D = (n%10) ;
     cout<<N<<" nghin "<<T<<" tram "<<C<<" chuc "<<D<<" don vi " ;
     return 0;
}
```

Bài 1.3. Tính giá trị biểu thức

```
#include "Math.h"
int  main()
{
     float x;
     cout<<" x=";  cin>>x;
     float F = (x*x + exp(fabs(x)) + sin(x)*sin(x))/ pow(x*x+1, 0.2);
     cout<<"F = "<<F;
    return 0;
}
```

Bài 1.4. Tính khoảng cách hai điểm

```
#include "Math.h"
int main()
{                                          #include “iomanip”
      float x1, x2, y1, y2;
      cout<<”x1=”; cin>>x1;
      cout<<”y1=”; cin>>y1;
      cout<<”x2=”; cin>>x2;
      cout<<”y2=”; cin>>y2;
      float D = sqrt((x2-x1)*(x2-x1) + (y2-y1)*(y2-y1));
      float M = fabs(x2-x1) + fabs(y2-y1);
      double C=1-(x1*x2+y1*y2)/(sqrt(x1*x1+y1*y1)* sqrt(x2*x2+y2*y2));
      cout<<”Khoang cach Euclidien: “<<D<<endl;
      cout<<”Khoang cach Manhattan: “<<M<<endl;
      cout<<”Khoang cach Cosin: “<<setprecision(6)<<fixed<<C<<endl;
      return 0;
}
```

Bài 1.5. Tính inter 3 điểm

```
#include "Math.h"
int main()
{
      float x1, x2, y1, y2, x3, y3;
      cout<<”x1=”; cin>>x1;
      cout<<”y1=”; cin>>y1;
      cout<<”x2=”; cin>>x2;
      cout<<”y2=”; cin>>y2;
      cout<<”x3=”; cin>>x3;
      cout<<”y3=”; cin>>y3;
      float x = (x1+x2+x3)/3 ;
      float y = (y1+y2+y3)/3 ;
      float A = sqrt((x1-x)*(x1-x) + (y1-y)*(y1-y));
      float B = sqrt((x2-x)*(x2-x) + (y2-y)*(y2-y));
      float C = sqrt((x3-x)*(x3-x) + (y3-y)*(y3-y));
      float Inter = A+B+C;
      cout<<”Inter = “<<Inter<<endl;
      return 0;
}
```