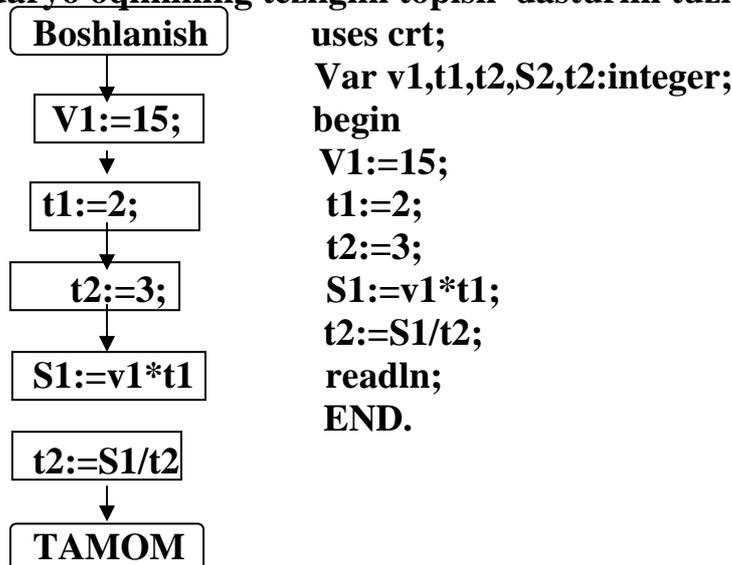


1. MS Excel dasturida o'quvchining reytingiga asosan bali 0 va 55 orasida bo'lsa "ikki", 56 va 71 orasida bo'lsa "uch", 72 va 84 orasida bo'lsa "to'rt", 85 va 100 orasida bo'lsa "besh" baho chiqadigan masalani hal etish dasturini tuzing.

JAVOBI: SON E2 KATAKDA BO'LSA

=ECLII(E2<55;"2(IKKI)";ECLII(E2<71;"3(UCH)";ECLII(E2<84;"4(TO'RT)";ECLII(E2<100;"5(BESH)";"BUNDAY BAHO YO'Q"))))

2. Quyidagi masalani algoritmini va blok sxemasini tuzing: Turgan suvdagi tezligi 15 km/soat bo'lgan qayiqning daryo oqimi bo'ylab 2 soatdagi bosib o'tgan masofasi oqimga qarshi 3 soatda bosib o'tgan masofasiga teng bo'lsa, daryo oqimining tezligini topish dasturini tuzing.



Qayiq turg'un suvda 15 km/soat tezlik bilan 2 soat yo'l yurdi.

$S = v \cdot t$. U 2 soatda qancha yurgan bo'lsa shuncha masofani oqimga qarshi 3 soatda bosib o'tdi. Uning tezligini topish uchun quyidagi formula kerak:

$$v = S/t;$$

3. Tomonlari R bo'lgan teng tomonli uchburchak, kvadrat va radiusi R ga teng bo'lgan doiraning yuzini hisoblash dasturini tuzing va R=4 hol uchun hisoblash dasturini tuzing.

```

    Uses crt;
    Var r:integer; s1,s2,s3:real;
    Begin
    Writeln('R kiriting:'); readln(a,b,c);
    S1:=sqr(r)*sqrt(3)/4;      S2:=sqr(r);      S3:=pi*sqr(r);
    Writeln('Uchburchak yuzi:',s1);
    Writeln('Kvadrat yuzi:',s2);
    Writeln('Doiraning yuzi:',s3);
    END.
  
```

4. Uzunliklari berilgan uchta kesmadan uchburchak hosil qilish mumkin yoki mumkin emasligini aniqlovchi dastur tuzing.

```

    Uses crt;
    Var a,b,c:integer;
    Begin
    Writeln('a,b,c tomonni kiriting:'); readln(a,b,c);
    If (a>b+c) and (b>a+c) or (c>a+b) then writeln('Uchburchak hosil bo'ladi')
    else writeln('Uchburchak hosil bo'lmaydi');
    END.
  
```

5. Beshta son berilgan. Ular ichida manfiy sonlarning kubini hisoblovchi va tartiblovchi dastur tuzing.

```
Uses crt;
Var a,b,c,d,e,x:integer;
Begin
Writeln('Beshta butun son kiriting:'); readln(a,b,c,d,e);
If (a<0) then x:=sqr(a)*a;    if a<0 then writeln(x);
If (b<0) then x:=sqr(b)*b;    if b<0 then writeln(x);
If (c<0) then x:=sqr(c)*c;    if c<0 then writeln(x);
If (d<0) then x:=sqr(d)*d;    if d<0 then writeln(x);
If (e<0) then x:=sqr(e)*e;    if e<0 then writeln(x);
END.
```