

```
#include <stdio.h>
#include <math.h>
main()
{
    double a, b, c, d, gyokd, minuszketa;

    printf("Egymas utan, egyenkent kerni fogom " \
           "a, b es c erteket.\n");
    scanf("%lf",&a); scanf("%lf",&b); scanf("%lf",&c);
    d=b*b-4*a*c;
    minuszketa=-2*a;
    if ( d > 0 )
    {
        gyokd=sqrt(d);
        printf("x1=%lf, x2=%lf\n",
              (b-gyokd)/minuszketa, (b+gyokd)/minuszketa);
    }
    else if ( d == 0 )
        printf("x1=x2=%lf\n",b/minuszketa);
    else
        printf("Nincs valos gyok!");
}
```

```
#include <stdio.h>
```

```
#include <math.h>
```

```
main()
```

```
{
```

```
    int szam, min, max, i;
```

```
    double szk, mk;
```

```
    scanf ("%d", &szam) ;
```

```
    min=max=szam;
```

```
    for ( i=2; i<=10; i++ )
```

```
    {
```

```
        scanf ("%d", &szam) ;
```

```
        if ( szam < min )
```

```
            min=szam;
```

```
        else
```

```
            if ( szam > max )
```

```
                max=szam;
```

```
    }
```

```
    szk=(min+max)/2.0;
```

```
    mk=sqrt(min*max) ;
```

```
    printf ("%lf %lf\n", szk, mk) ;
```

```
}
```

```
#include <stdio.h>
int main(int argc, char *argv[])
{
    int i;

    for (i=argc-1; i>0; i--)
        printf("%s ", argv[i]);
    printf("\n");
}
```

```
#include <stdio.h>
main()
{
    FILE *f1, *f2;
    int c;

    f1=fopen("bemenet.txt","rt");
    f2=fopen("kimenet.txt","wt");
    while ( (c=fgetc(f1))!=EOF )
        if ( c=='a' )
            fputc('b',f2);
        else
            fputc(c,f2);
    fclose(f1);
    fclose(f2);
}
```

```
#include <stdio.h>
#include <math.h>
```

```
double gyokhely_keres(double a, double b, double epsilon,
double f(double))
```

```
{
```

```
    double x;
```

```
    for ( x=(a+b)/2; fabs(f(x)) > epsilon ; x=(a+b)/2 )
```

```
        if ( f(a)*f(x) < 0 )
```

```
            b=x;
```

```
        else
```

```
            a=x;
```

```
    return x;
```

```
}
```

```
main()
```

```
{
```

```
    printf("%lf\n", gyokhely_keres(-1,2,0.001,cos));
```

```
}
```