For each problem , identify the inputs, the outputs, and the steps to solve it.

1. Computing the perimeter of a rectangle.
2. Computing the sum of two complex numbers.
3. Name the **angle type** by introducing its values in degree. name could be:

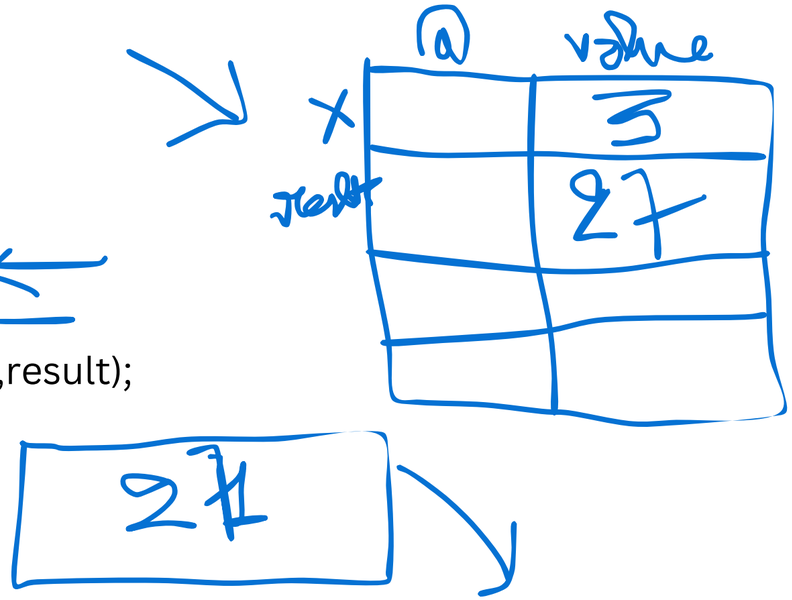
- **Nul** angle==0°,
- **Acute** 0°<angle < 90°,
- **right** angle==90°
- **straight**==180°

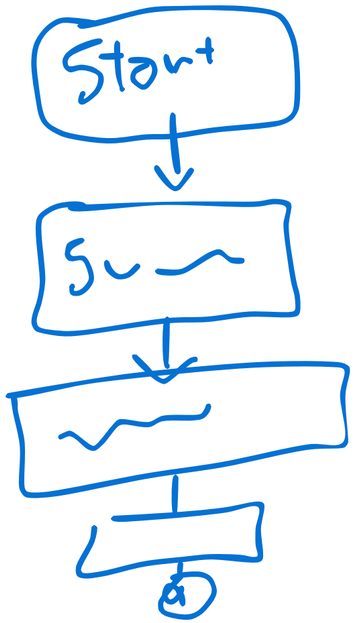
Inputs : value in degree real.

Outputs : a text conatining the type of the angle.

steps : 1- Introduce the input
2- Comparison and conditions.
3- print the result.

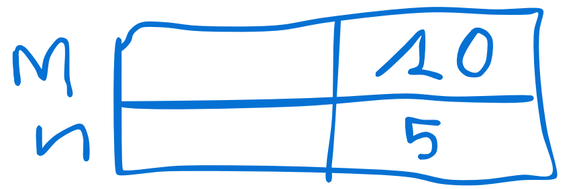
```
int main(){
  float x;
  float result;
  scanf(“%f”,&x);
  result=x*x*x;
  printf(“X^3 = %f”,result);
}
```

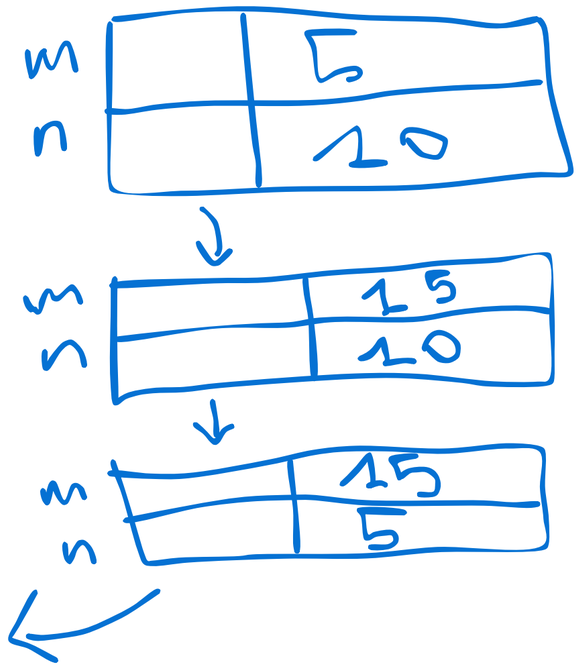




```
Algorithm TEST;
var
   m : int:
   n : int;
                begin
                        read(m);
                        read(n);
                        print("values of n and m",n,m);
                        m ← m + n;
                        n ← m  - n;
                        m ← m – n;
                        print("values of n and m",n,m);
                end;
```

SWAP





```
Algorithm test2 ;
Var
    A, B, C : int ;
    D : int ;
Begin
  A ← 5 ;
  B ← 0;
  B←B+1;
  C ← A / B*2 + 3 ;
  D ← (C mod A) + (C div B) ;
  D← Non (D)
  print (A,B,C,D) ;
end;
```