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#include <cstdlib>
#include <iostream>
#include <vector>
#include <math.h>
#include <stdio.h>
#include <stdlib.h>

#define BLACK    "\033[0;30m"
#define RED     "\033[0;31m"
#define GREEN   "\033[0;32m"
#define YELLOW  "\033[0;33m"
#define BLUE    "\033[0;34m"
#define PURPLE  "\033[0;35m"
#define CYAN    "\033[0;36m"
#define GREY    "\033[0;37m"

int main(int argc, char* argv[]) {
    int a, b, c, d, e, f, g, h ;
    int vaalaligne ;

    vaalaligne = -1 ;
    // jaune 11
    std::cout << "\033[0;33m" ;
    std::cout << "\n\njaune 11\n" ;
    for (a = 1 ; a <= 13 ; ++a)
        for (b = 1 ; b <= 13 ; ++b) {
            if (vaalaligne == 22) {std::cout << "\n" ; vaalaligne = 0 ;}
            else vaalaligne = vaalaligne+1 ;
            printf("%8.2f", (float) a*a+b*b) ;
        }

    vaalaligne = -1 ;
    // jaune 12
    std::cout << "\n\njaune 12\n" ;
    for (d = 1 ; d <= 13 ; ++d)
        for (c = 1 ; c <= d ; ++c) {
            if (vaalaligne == 22) {std::cout << "\n" ; vaalaligne = 0 ;}
            else vaalaligne = vaalaligne+1 ;
            printf("%8.2f", 4.0*(float)c*(float)c/4.0+4.0*(float)d*(float)d/4.0) ;
        }

    vaalaligne = -1 ;
    // jaune 21
    std::cout << "\n\njaune 21\n" ;
    for (e = 1 ; e <= 13 ; ++e)
        for (f = 1 ; f <= 13 ; ++f) {
            if (vaalaligne == 22) {std::cout << "\n" ; vaalaligne = 0 ;}
            else vaalaligne = vaalaligne+1 ;
            printf("%8.2f", 4.0*(float)e*(float)e/4.0+(float)f*(float)f) ;
        }

    vaalaligne = -1 ;
    // jaune 22
    std::cout << "\n\njaune 22\n" ;
    for (h = 1 ; h <= 13 ; ++h)
        for (g = 1 ; g <= h ; ++g)
            if (((g+h)%2) == 0) {
                if (vaalaligne == 22) {std::cout << "\n" ; vaalaligne = 0 ;}
                else vaalaligne = vaalaligne+1 ;
                printf("%8.2f", (float)g*(float)g/2.0+(float)h*(float)h/2.0) ;
            }

    vaalaligne = -1 ;
    std::cout << "\033[0;31m" ;

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//rouge 1
std::cout << "\n\nrouge 1\n" ;
for (e = 1 ; e <= 13 ; ++e)
    for (f = 1 ; f <= 13 ; ++f) {
        if (vaalaligne == 22) {std::cout << "\n" ; vaalaligne = 0 ;}
        else vaalaligne = vaalaligne+1 ;
        printf("%8.2f", (float)e*(float)e/4.0+(float)f*(float)f) ;
    }

vaalaligne = -1 ;
//rouge 2
std::cout << "\n\nrouge 2\n" ;
for (c = 1 ; c <= 13 ; ++c)
    for (d = 1 ; d <= 13 ; ++d)
        if (((c+d)%2) == 1) {
            if (vaalaligne == 22) {std::cout << "\n" ; vaalaligne = 0 ;}
            else vaalaligne = vaalaligne+1 ;
            printf("%8.2f", (float)c*(float)c/4.0+(float)d*(float)d/4.0) ;
        }

vaalaligne = -1 ;
std::cout << "\033[0;34m" ;
// bleu 1
std::cout << "\n\nbleu 1\n" ;
for (c = 1 ; c <= 13 ; ++c)
    for (d = 1 ; d <= 13 ; ++d)
        if (((c % 2) == 1) && ((d % 2) == 1)) {
            if (vaalaligne == 22) {std::cout << "\n" ; vaalaligne = 0 ;}
            else vaalaligne = vaalaligne+1 ;
            printf("%8.2f", (float)c*(float)c/4.0+(float)d*(float)d/4.0) ;
        }

vaalaligne = -1 ;
// bleu 2
std::cout << "\n\nbleu 2\n" ;
for (g = 1 ; g <= 13 ; ++g)
    for (h = 1 ; h <= 13 ; ++h)
        if (((g+h)%2) == 1) {
            if (vaalaligne == 22) {std::cout << "\n" ; vaalaligne = 0 ;}
            else vaalaligne = vaalaligne+1 ;
            printf("%8.2f", (float)g*(float)g/2.0+(float)h*(float)h/2.0) ;
        }

std::cout << "\n" ;
}

```