

```

#include <iostream>
#include <cmath>
#include <stdio.h>

int main (int argc, char* argv[]) {
    int cible, i, n, n1, i1, i2, i3, i4, pastrouve ;
    int t[200] ;
    float fk ;

    for (i = 1 ; i <= 100 ; i++)
    {
        t[i] = i*i ;
        std::cout << i << " --> " << t[i] << "\n" ;
    }

    for (cible = 3 ; cible <= 100 ; cible = cible+1) {
        pastrouve = true ;
        i1 = cible ;
        while ((i1 >= 1) && pastrouve)
        {
            i2 = i1 ;
            while ((i2 >= 1) && pastrouve)
            {
                i3 = i2 ;
                while ((i3 >= 1) && pastrouve)
                {
                    if (t[i1] == cible) {
                        std::cout << "\n" << cible << "=" ;
                        std::cout << t[i1] ;
                        pastrouve = false ;
                    }
                    else if (t[i2] + t[i1] == cible) {
                        std::cout << "\n" << cible << "=" ;
                        std::cout << t[i1] << "+" << t[i2] ;
                        pastrouve = false ;
                    }
                    else if (t[i3] + t[i2] + t[i1] == cible) {
                        std::cout << "\n" << cible << "=" ;
                        std::cout << t[i1] << "+" << t[i2] << "+" << t[i3] ;
                        pastrouve = false ;
                    }
                    else if (t[i3] + t[i2] + t[i1] < cible) {
                        i4 = i3 ;
                        while ((i4 >= 1) && pastrouve) {
                            if (t[i1] + t[i2] + t[i3] + t[i4] == cible) {
                                std::cout << "\n" << cible << "=" ;
                                std::cout << t[i1] << "+" << t[i2] << "+" ;
                                std::cout << t[i3] << "+" << t[i4] ;
                                pastrouve = false ;
                            }
                            i4=i4-1 ;
                        }
                    }
                    i3=i3-1 ;
                }
                i2=i2-1 ;
            }
            i1=i1-1 ;
        }
    }
}

```