

三角比の表

```
1 program SankakuhiNoHyou; // 学生証番号 氏名
2 {$APPTYPE CONSOLE}
3 uses
4   SysUtils;
5
6 var
7   Alpha1 : Integer; // 0 ~ 30
8   Alpha2 : Integer; // 30 ~ 60
9   Alpha3 : Integer; // 60 ~ 90
10  Theta1 : Real;    // Alpha1 のラジアン
11  Theta2 : Real;    // Alpha2 のラジアン
12  Theta3 : Real;    // Alpha3 のラジアン
13
14 begin
15   Write(' ':7, '':2, 'sin ':8, 'cos ':8);
16   Write(' ':7, '':2, 'sin ':8, 'cos ':8);
17   Write(' ':7, '':2, 'sin ':8, 'cos ':8);
18   WriteLn;
19   WriteLn;
20   Alpha1 := 0;
21   repeat
22     Alpha2 := Alpha1+30;
23     Alpha3 := Alpha1+60;
24     Theta1 := Alpha1/180*Pi;
25     Theta2 := Alpha2/180*Pi;
26     Theta3 := Alpha3/180*Pi;
27     Write(Alpha1:7, '':2, Sin(Theta1):8:4, Cos(Theta1):8:4);
28     Write(Alpha2:7, '':2, Sin(Theta2):8:4, Cos(Theta2):8:4);
29     Write(Alpha3:7, '':2, Sin(Theta3):8:4, Cos(Theta3):8:4);
30     WriteLn;
31     if Alpha1 mod 5 = 0
32       then WriteLn;
33     Alpha1 := Alpha1+1;
34   until Alpha1 > 30;
35   Write(' ':7, '':2, 'sin ':8, 'cos ':8);
36   Write(' ':7, '':2, 'sin ':8, 'cos ':8);
37   Write(' ':7, '':2, 'sin ':8, 'cos ':8);
38   WriteLn;
39   ReadLn;
40 end.
```

平方根の表

```
1 program HeihoukonNoHyou; // 学生証番号 氏名
2 {$APPTYPE CONSOLE}
3 uses
4   SysUtils;
5
6 var
7   N1 : Integer; // 1 ~ 50
8   N2 : Integer; // 51 ~ 100
9
10 begin
11   Write(' n':10, ' n^2':8, ' n':10, ' (10 n)':10);
12   Write(' n':10, ' n^2':8, ' n':10, ' (10 n)':10);
13   WriteLn;
14   WriteLn;
15   N1 := 1;
16   repeat
17     N2 := N1+50;
18     Write(N1:10, Sqr(N1):8, Sqrt(N1):10:4, Sqrt(10*N1):10:4);
19     Write(N2:10, Sqr(N2):8, Sqrt(N2):10:4, Sqrt(10*N2):10:4);
20     WriteLn;
21     if N1 mod 10 = 0
22       then WriteLn;
23     N1 := N1+1;
24   until N1 > 50;
25   Write(' n':10, ' n^2':8, ' n':10, ' (10 n)':10);
26   Write(' n':10, ' n^2':8, ' n':10, ' (10 n)':10);
27   WriteLn;
28   ReadLn;
29 end.
```

常用対数の表の数値

```
1 program TaisuuNoHyou; // 学生証番号 氏名
2 {$APPTYPE CONSOLE}
3 uses SysUtils;
4
5 var
6   X1 : Integer; // 1 ~ 20
7   X2 : Integer; // 21 ~ 40
8   X3 : Integer; // 41 ~ 60
9   X4 : Integer; // 61 ~ 80
10  X5 : Integer; // 81 ~ 100
11
12 begin
13   Write(' x ':7, 'log x ':8);
14   Write(' x ':7, 'log x ':8);
15   Write(' x ':7, 'log x ':8);
16   Write(' x ':7, 'log x ':8);
17   Write(' x ':7, 'log x ':8);
18   WriteLn;
19   WriteLn;
20   X1 := 1;
21   repeat
22     X2 := X1+20;
23     X3 := X1+40;
24     X4 := X1+60;
25     X5 := X1+80;
26     Write(X1:7, Ln(X1)/Ln(10):8:4);
27     Write(X2:7, Ln(X2)/Ln(10):8:4);
28     Write(X3:7, Ln(X3)/Ln(10):8:4);
29     Write(X4:7, Ln(X4)/Ln(10):8:4);
30     Write(X5:7, Ln(X5)/Ln(10):8:4);
31     WriteLn;
32     if X1 mod 5 = 0
33       then WriteLn;
34     X1 := X1+1;
35   until X1 > 20;
36   Write(' x ':7, 'log x ':8);
37   Write(' x ':7, 'log x ':8);
38   Write(' x ':7, 'log x ':8);
39   Write(' x ':7, 'log x ':8);
40   Write(' x ':7, 'log x ':8);
41   WriteLn;
42   ReadLn;
43 end.
```