

```

#include<stdio.h>
#include<conio.h>
#include<string.h>
// Cau 01
int Tong_Cau01(int n)
{
    if(n==1)    return 1;
    else    return Tong_Cau01(n-1)+n;
}
// Cau 02
float Tong_Cau02(float n)
{
    if(n==1)    return 1;
    else    return Tong_Cau02(n-1)+1/(2*n-1);
}
// Cau 04
typedef struct  HoaDon
{
    char    MaHang[10];
    char    TenHang[30];
    int    SoLuong, DonGia, ThanhTien;
    int    STT, TongTien;
}

```

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};
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```
void NhapHoaDon(HoaDon hd[100], int &n)
{
    printf("\n Nhap vao so mat hang");
    scanf("%d",&n);
    for(int i=0;i<n;i++)
    {
        printf("\n Nhap vao STT");
        scanf("%d",&hd[i].STT);
        printf("\n Nhap vao ma hang");
        scanf("%s",&hd[i].MaHang);
        printf("\n Nhap vao Ten hang");
        scanf("%s",&hd[i].TenHang);
        printf("\n Nhap vao don gia");
        scanf("%d",&hd[i].DonGia);
        printf("\n Nhap vao so luong");
        scanf("%d",&hd[i].SoLuong);
    }
    for(int i=0;i<n;i++)
        hd[i].ThanhTien=hd[i].DonGia*hd[i].SoLuong;
}

void XuatHoaDon(HoaDon hd[100], int n)
{
```

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    int tong=0;
    printf("\n DANH SACH HOA DON BAN VUA NHAP LA");
    printf("\nSTT\tMaHang\tTenHang\tDonGia\tSoluong
\tThanhTien");
    printf("\n-----
-----");
    for(int i=0;i<n;i++)
    {
        tong=tong+hd[i].ThanhTien;

        printf("\n%d\t%s\t%s\t%d\t%d\t%d",hd[i].STT,hd[
i].MaHang,hd[i].TenHang,hd[i].DonGia,hd[i].SoLuong,
hd[i].ThanhTien);
    }
    printf("\n-----
-----");
    printf("\n Tong Thanh Tien = %d",tong);
}

int main()
{
    int n;
    //printf("\n Nhap n ");scanf("%d",&n);
    /*printf("\n Tong Cau 01 = %d",Tong_Cau01(n));
    printf("\n Tong Cau 02 =
%.2f",Tong_Cau02((float)n));*/
    HoaDon hd[100];

```

```
NhapHoaDon (hd, n) ;  
XuatHoaDon (hd, n) ;  
getch () ;  
return 0 ;  
}
```