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#include<iostream>
#include <math.h>
using namespace std;

int main()
{
    float x, float_x;
    bool negative = false;
    cout<<"Enter X"<<endl;
    cin>>x;
    if (x < 0)
    {
        negative = true;
        x *= -1;
    }
    float_x = x;
    while(float_x > 1)
        float_x /= 10.0;
    if(float_x == 1) float_x /= 10.0;

    if (negative)
    {
        x *= -1; float_x *= -1;
    }

    float y = floor(pow(double(pow(double(x), 2.0) - 3 - float_x +1), 3.0))
/(2.0 + float_x);
    cout<<y - floor(y) + 2*pow(double(x),3.0)<<endl;
    system("pause");
    return 0;
}

```