Problema 1

import java.util.Scanner;

public class Problema {

public static void main(String[] args) {

int x,y,z;

Scanner numar=new Scanner(System.in);

x= numar.nextInt();

y= numar.nextInt();

if (x>0) {

z=x\*x;

System.out.println(’’Numarul 1 ridicat la patrat,rezultatul acestuia este’’+z);

else {

z=x+y;

System.out.println(’’Numerele adunate,rezultatul acestora este’’+z);

}

numar.close();

}

}

Problema 2

import java.util.Scanner;

public class Problema {

public static void main(String[] args) {

double a,r;

Scanner marime = new Scanner(System.in);

a=marime.nextDouble();

r=marime.nextDouble();

if ((2\*r)==a) {

System.out.println(’’Cercul incape in patrat’’);

else {

System.out.println(’’Cercul nu incape in patrat’’);

}

marime.close();

}

}