

## 1) HelloWorld.java

```
public class HelloWorld {  
  
    public static void main (String [] args) { //punto d'ingresso del programma (MAIN CPP)  
  
        System.out.println ("Hello World"); } //system = classe interna a java.  
                                                = cout CPP  
  
    }
```

## 2) Media.java

```
import java.util.Scanner; //serve per usare Scanner  
  
public class Media {  
  
    public static void main (String[] args) {  
  
        int x, y, z;  
  
        Scanner sc = new Scanner (System.in); //standard input  
  
        x = sc.nextInt(); //System.in = cin CPP  
  
        y = sc.nextInt(); //Scanner: classe dinamica  
  
        z = sc.nextInt();  
  
        float media = (float) (x + y + z) / 3;  
  
        System.out.println (media); }  
  
    }
```

## 3) Asterischi.java

```
import java.util.Scanner;
```

```
public class Asterischi {
```

```
n.b println = cout + endl;
```

```
public static void ast (int n) {
```

```
print = cout;
```

```
int i = 0;
```

```
int j = 0;
```

```
while (i < n) {
```

```
    j = 0;
```

```
    while (j < i + 1) {
```

```
        System.out.print(" * ");
```

```
        j++;
```

```
    System.out.println(" ");
```

```
    i++;
```

```
    }
```

```
}
```

```
public static void main (String[] args) {
```

```
    Scanner sc = new Scanner (System.in);
```

```
    int n = sc.nextInt();
```

```
    if (n < 0) {
```

```
        System.out.println ("Error!");
```

```
        return;
```

```
        ast (n);
```

```
    }
```

```
}
```