Codificação de Programas em Linguagem Structured BASIC

```
REM ALG01
PRINT "Bom dia"
END
```

```
REM ALG02
DIM x AS INTEGER
INPUT x
PRINT x
END
```

```
REM ALG03
DIM x AS INTEGER
DIM y AS INTEGER
INPUT x
y = x ^ 2
PRINT y
END
```

```
REM ALG04
DIM x AS INTEGER
DIM y AS INTEGER
DIM z AS INTEGER
INPUT x
INPUT y
z = x + y
PRINT z
END
```

```
REM ALG05
DIM x AS INTEGER
DIM y AS INTEGER
DIM z AS INTEGER
INPUT x
INPUT y
z = x ^ 2 + y ^ 2
PRINT z
END
```

```
REM ALG06
DIM x AS INTEGER
INPUT x
IF (x > 100) THEN
    PRINT x
END IF
END
```

```
REM ALG07
DIM x AS INTEGER
DIM y AS INTEGER
DIM z AS INTEGER
INPUT x
INPUT y
IF (x > 100) THEN
    z = x + y
    PRINT z
END IF
END
```

```
REM ALG08
DIM x AS INTEGER
DIM y AS INTEGER
INPUT x
INPUT y
IF (x <= y) THEN
    PRINT x
ELSE
    PRINT y
END IF
END
```

```
REM ALG09
DIM x AS INTEGER
DIM y AS INTEGER
INPUT x
IF (x >= 10) THEN
    y = x ^ 2
ELSE
    y = x ^ 3
END IF
PRINT y
END
```

```
REM ALG10
DIM x AS INTEGER
DIM y AS INTEGER
DIM n1 AS INTEGER
DIM n2 AS INTEGER
INPUT x
INPUT y
IF (x > y) THEN
    n1 = y
    n2 = x
ELSE
    n1 = x
    n2 = y
END IF
PRINT n1
PRINT n2
END
```

```
REM ALG11
DIM x AS INTEGER
DIM i AS INTEGER
x = 0
i = 1
WHILE (i <= 10)
    PRINT x
    x = x + 2
    i = i + 1
WEND
END
```

```
REM ALG12
DIM x AS INTEGER
DIM i AS INTEGER
x = 1
i = 1
WHILE (i <= 10)
    PRINT x
    x = x * 2
    i = i + 1
WEND
END
```