Codificação de Programas em Linguagem Kotlin

```
/* ALG01 */
fun main() {
  println("Bom dia")
}
```

```
/* ALG02 */
fun main() {
  var X: Int
  X = readLine()!!.toInt()
  println(X)
}
```

```
/* ALG03 */
fun main() {
  var X: Int
  var Y: Int
  X = readLine()!!.toInt()
  Y = pow(X.toDouble(), 2).toInt()
  println(Y)
}
```

```
/* ALG04 */
fun main() {
  var X: Int
  var Y: Int
  var Z: Int
  X = readLine()!!.toInt()
  Y = readLine()!!.toInt()
  Z = X + Y
  println(Z)
}
```

```
/* ALG05 */
fun main() {
  var X: Int
  var Y: Int
  var Z: Int
  X = readLine()!!.toInt()
  Y = readLine()!!.toInt()
  Z = Math.pow(X.toDouble(), 2.0).toInt() +
      Math.pow(Y.toDouble(), 2.0).toInt()
  println(Z)
}
```

```
/* ALG06 */
fun main() {
  var X: Int
  X = readLine()!!.toInt()
  if (X > 100)
    println(X)
}
```

```
/* ALG07 */
fun main() {
  var X: Int
  var Y: Int
  var Z: Int
  X = readLine()!!.toInt()
  Y = readLine()!!.toInt()
  if (X > 100) {
    Z = X + Y
    println(Z)
  }
}
```

```
/* ALG08 */
fun main() {
  var X: Int
  var Y: Int
  X = readLine()!!.toInt()
  Y = readLine()!!.toInt()
  if (X <= Y)
    println(X)
  else
    println(Y)
}
```

```
/* ALG09 */
fun main() {
  var X: Int
  var Y: Int
  X = readLine()!!.toInt()
  if (X >= 10)
    Y = Math.pow(X.toDouble(), 2.0).toInt()
  else
    Y = Math.pow(X.toDouble(), 2.0).toInt()
  println(Y)
}
```

```
/* ALG10 */
fun main() {
  var X: Int
  var Y: Int
  var N1: Int
  var N2: Int
  X = readLine()!!.toInt()
  Y = readLine()!!.toInt()
  if (X > Y) {
    N1 = Y
    N2 = X
  } else {
    N1 = X
    N2 = Y
  }
  println(N1)
  println(N2)
}
```

```
/* ALG11 */
fun main() {
  var X: Int
  var I: Int
  X = 0
  I = 1
  while (I <= 10) {
    println(X)
    X = X + 2
    I = I + 1
  }
}
```

```
/* ALG12 */
fun main() {
  var X: Int
  var I: Int
  X = 1
  I = 1
  while (I <= 10) {
    println(X)
    X = X * 2
    I = I + 1
  }
}
```