

Codificação de Programas em Linguagem C++

```
// ALG01
#include <iostream>
using namespace std;
int main(void)
{
    cout << "Bom dia" << endl;
    return 0;
}
```

```
// ALG02
#include <iostream>
using namespace std;
int main(void)
{
    int X;
    cin >> X;
    cout << X << endl;
    return 0;
}
```

```
// ALG03
#include <iostream>
#include <cmath>
using namespace std;
int main(void)
{
    int X;
    int Y;
    cin >> X;
    Y = pow(X, 2);
    cout << Y << endl;
    return 0;
}
```

```
// ALG04
#include <iostream>
using namespace std;
int main(void)
{
    int X;
    int Y;
    int Z;
    cin >> X;
    cin >> Y;
    Z = X + Y;
    cout << Z << endl;
    return 0;
}
```

```
// ALG05
#include <iostream>
#include <cmath>
using namespace std;
int main(void)
{
    int X;
    int Y;
    int Z;
    cin >> X;
    cin >> Y;
    Z = pow(X, 2) + pow(Y, 2);
    cout << Z << endl;
    return 0;
}
```

```
// ALG06
#include <iostream>
using namespace std;
int main(void)
{
    int X;
    cin >> X;
    if (X > 100)
        cout << X << endl;
    return 0;
}
```

```
// ALG07
#include <iostream>
using namespace std;
int main(void)
{
    int X;
    int Y;
    int Z;
    cin >> X;
    cin >> Y;
    if (X > 100)
    {
        Z = X + Y;
        cout << Z << endl;
    }
    return 0;
}
```

```
// ALG08
#include <iostream>
using namespace std;
int main(void)
{
    int X;
    int Y;
    cin >> X;
    cin >> Y;
    if (X <= Y)
        cout << X << endl;
    else
        cout << Y << endl;
    return 0;
}
```

```
// ALG09
#include <iostream>
#include <cmath>
using namespace std;
int main(void)
{
    int X;
    int Y;
    cin >> X;
    if (X >= 10)
        Y = pow(X, 2);
    else
        Y = pow(X, 3);
    cout << Y << endl;
    return 0;
}
```

```
// ALG10
#include <iostream>
using namespace std;
int main(void)
{
    int X;
    int Y;
    int N1;
    int N2;
    cin >> X;
    cin >> Y;
    if (X > Y)
    {
        N1 = Y;
        N2 = X;
    }
    else
    {
        N1 = X;
        N2 = Y;
    }
    cout << N1 << endl;
    cout << N2 << endl;
    return 0;
}
```

```
// ALG11
#include <iostream>
using namespace std;
int main(void)
{
    int X = 0;
    int I = 1;
    while (I <= 10)
    {
        cout << X << endl;
        X = X + 2;
        I = I + 1;
    }
    return 0;
}
```

```
// ALG12
#include <iostream>
using namespace std;
int main(void)
{
    int X = 1;
    int I = 1;
    while (I <= 10)
    {
        cout << X << endl;
        X = X * 2;
        I = I + 1;
    }
    return 0;
}
```