

Codificação em Linguagem REXX

```
/* ALG01 */  
say "Bom dia"
```

```
/* ALG02 */  
parse pull X  
say X
```

```
/* ALG03 */  
parse pull X  
Y = X * X  
say Y
```

```
/* ALG04 */  
parse pull X  
parse pull Y  
Z = X + Y  
say Z
```

```
/* ALG05 */  
parse pull X  
parse pull Y  
Z = X * X + Y * Y  
say Z
```

```
/* ALG06 */  
parse pull X  
if X > 100 then  
    say X
```

```
/* ALG07 */  
parse pull X  
parse pull Y  
if X > 100 then do  
    Z = X + Y  
    say Z  
end
```

```
/* ALG08 */  
parse pull X  
parse pull Y  
if X <= Y then  
    say X  
else  
    say Y
```

```
/* ALG09 */  
parse pull X  
if X >= 10 then  
    Y = X * X  
else  
    Y = X * X * X  
say Y
```

```
/* ALG10 */  
parse pull X  
parse pull Y  
if X > Y then do  
    N1 = Y  
    N2 = X  
end  
else do  
    N1 = X  
    N2 = Y  
end  
say N1  
say N2
```

```
/* ALG11 */  
X = 0  
I = 1  
do while I <= 10  
    say X  
    X = X + 2  
    I = I + 1  
end
```

```
/* ALG12 */  
X = 1  
I = 1  
do while I <= 10  
    say X  
    X = X * 2  
    I = I + 1  
end
```