## Codificação de Programas em Linguagem C++

```
// ALG01
                              // ALG06
                                                            // ALG10
#include <iostream>
                              #include <iostream>
                                                            #include <iostream>
using namespace std;
                              using namespace std;
                                                            using namespace std;
                              int main(void)
int main(void)
                                                            int main(void)
 cout << "Bom dia" << endl;</pre>
                                int X;
                                                              int X;
                                cin >> X;
 return 0;
                                                             int Y;
                                if (X > 100)
                                                             int N1;
                                  cout << X << endl;
                                                              int N2;
                                return 0;
                                                              cin >> X;
// ALG02
                                                              cin >> Y;
#include <iostream>
                                                              if (X > Y)
using namespace std;
int main(void)
                              // ALG07
                                                                  N1 = Y;
                              #include <iostream>
                                                                  N2 = X;
 int X;
                              using namespace std;
 cin >> X;
                              int main(void)
                                                             else
 cout << X << endl;</pre>
                                                                  N1 = X;
 return 0;
                                int X;
                                int Y;
                                                                  N2 = Y;
                                int Z;
                                cin >> X;
                                                            cout << N1 << endl;
// ALG03
                                cin >> Y;
                                                             cout << N2 << endl;
#include <iostream>
                               if (X > 100)
                                                              return 0;
#include <cmath>
                                                            }
                                {
using namespace std;
                                    Z = X + Y;
int main(void)
                                    cout << Z << endl;</pre>
                                                            // ALG11
 int X;
                                return 0;
                                                            #include <iostream>
 int Y;
                                                            using namespace std;
 cin >> X;
                                                            int main(void)
 Y = pow(X, 2);
 cout << Y << endl;</pre>
                              // ALG08
                                                              int X = 0;
 return 0;
                              #include <iostream>
                                                             int I = 1;
}
                              using namespace std;
                                                              while (I \le 10)
                              int main(void)
                                                               {
                                                                  cout << X << endl;</pre>
// ALG04
                                int X;
                                                                  X = X + 2;
#include <iostream>
                               int Y;
                                                                  I = I + 1;
                                                                }
using namespace std;
                               cin >> X;
int main(void)
                               cin >> Y;
                                                              return 0;
                                if (X \le Y)
 int X;
                                 cout << X << endl;
 int Y;
 int Z;
                                 cout << Y << endl;
                                                            // ALG12
 cin >> X;
                                                            #include <iostream>
                                return 0;
 cin >> Y;
                                                            using namespace std;
 Z = X + Y;
                                                            int main(void)
 cout << Z << endl;</pre>
                              // ALG09
 return 0;
                                                              int X = 1;
                              #include <iostream>
                                                              int I = 1;
                              #include <cmath>
                                                             while (I \le 10)
                              using namespace std;
// ALG05
                              int main(void)
                                                                  cout << X << endl;</pre>
                                                                  X = X * 2;
#include <iostream>
#include <cmath>
                               int X;
                                                                  I = I + 1;
                                int Y;
                                                                }
using namespace std;
int main(void)
                                cin >> X;
                                                              return 0;
                                if (X >= 10)
                                                            }
                                 Y = pow(X, 2);
 int X;
 int Y;
                                else
 int Z;
                                 Y = pow(X, 3);
 cin >> X;
                                cout << Y << endl;</pre>
                                return 0;
 Z = pow(X, 2) + pow(Y, 2); }
 cout << Z << endl;</pre>
 return 0;
}
```