

Codificação de Programas em Linguagem COMAL

```
10 // ALG01
20 PRINT "Bom dia"
30 END
```

```
10 // ALG02
20 INPUT x#
30 PRINT x#
40 END
```

```
10 // ALG03
20 INPUT x#
30 y# := x# ^ 2
40 PRINT y#
50 END
```

```
10 // ALG04
20 INPUT x#
30 INPUT y#
40 z# := x# + y#
50 PRINT z#
60 END
```

```
10 // ALG05
20 INPUT x#
30 INPUT y#
40 z# := x# ^ 2 + y# ^ 2
50 PRINT z#
60 END
```

```
10 // ALG06
20 INPUT x#
30 IF (x# > 100) THEN
40   PRINT x#
50 ENDIF
60 END
```

```
10 // ALG07
20 INPUT x#
30 INPUT y#
40 IF (x# > 100) THEN
50   z# := x# + y#
60   PRINT z#
70 ENDIF
80 END
```

```
10 // ALG08
20 INPUT x#
30 INPUT y#
40 IF (x# <= y#) THEN
50   PRINT x#
60 ELSE
70   PRINT y#
80 ENDIF
90 END
```

```
10 // ALG09
20 INPUT x#
30 IF (x# >= 10) THEN
40   y# := x# ^ 2
50 ELSE
60   y# := x# ^ 3
70 ENDIF
80 PRINT y#
90 END
```

```
10 // ALG10
20 INPUT x#
30 INPUT y#
40 IF (x# > y#) THEN
50   n1# := y#
60   n2# := x#
70 ELSE
80   n1# := x#
90   n2# := y#
100 ENDIF
110 PRINT n1#
120 PRINT n2#
130 END
```

```
10 // ALG11
20 x# := 0
30 i# := 1
40 WHILE (i# <= 10) DO
50   PRINT x#
60   x# := x# + 2
70   i# := i# + 1
80 ENDWHILE
90 END
```

```
10 // ALG12
20 x# := 1
30 i# := 1
40 WHILE (i# <= 10) DO
50   PRINT x#
60   x# := x# * 2
70   i# := i# + 1
80 ENDWHILE
90 END
```