

Codificação de Programas em Linguagem D

```
// ALG01
import std.stdio;
void main()
{
    writeln("Bom dia!");
}
```

```
// ALG02
import std.stdio;
void main()
{
    int X;
    readf(" %s", &X);
    writeln(X);
}
```

```
// ALG03
import std.stdio;
void main()
{
    int X;
    int Y;
    readf(" %s", &X);
    Y = X ^^ 2;
    writeln(Y);
}
```

```
// ALG04
import std.stdio;
void main()
{
    int X;
    int Y;
    int Z;
    readf(" %s", &X);
    readf(" %s", &Y);
    Z = X + Y;
    writeln(Z);
}
```

```
// ALG05
import std.stdio;
void main()
{
    int X;
    int Y;
    int Z;
    readf(" %s", &X);
    readf(" %s", &Y);
    Z = X ^^ 2 + Y ^^ 2;
    writeln(Z);
}
```

```
// ALG06
import std.stdio;
void main()
{
    int X;
    readf(" %s", &X);
    if (X > 100)
        writeln(X);
}
```

```
// ALG07
import std.stdio;
void main()
{
    int X;
    int Y;
    int Z;
    readf(" %s", &X);
    readf(" %s", &Y);
    if (X > 100)
    {
        Z = X + Y;
        writeln(Z);
    }
}
```

```
// ALG08
import std.stdio;
void main()
{
    int X;
    int Y;
    readf(" %s", &X);
    readf(" %s", &Y);
    if (X <= Y)
        writeln(X);
    else
        writeln(Y);
}
```

```
// ALG09
import std.stdio;
void main()
{
    int X;
    int Y;
    readf(" %s", &X);
    if (X >= 10)
        Y = X ^^ 2;
    else
        Y = X ^^ 3;
    writeln(Y);
}
```

```
// ALG10
import std.stdio;
void main()
{
    int X;
    int Y;
    int N1;
    int N2;
    readf(" %s", &X);
    readf(" %s", &Y);
    if (X > Y)
    {
        N1 = Y;
        N2 = X;
    }
    else
    {
        N1 = X;
        N2 = Y;
    }
    writeln(N1);
    writeln(N2);
}
```

```
// ALG11
import std.stdio;
void main()
{
    int X = 0;
    int Y = 1;
    while (I <= 10)
    {
        writeln(X);
        X = X + 2;
        I = I + 1;
    }
}
```

```
// ALG12
import std.stdio;
void main()
{
    int X = 1;
    int Y = 1;
    while (I <= 10)
    {
        writeln(X);
        X = X * 2;
        I = I + 1;
    }
}
```