

Programas em Linguagem PASCAL

```
Program ALG01;  
Begin  
  WriteLn('Bom dia');  
End.
```

```
Program ALG02;  
Var  
  X : Integer;  
Begin  
  ReadLn(X);  
  WriteLn(X);  
End.
```

```
Program ALG03;  
Var  
  X : Integer;  
  Y : Integer;  
Begin  
  ReadLn(X);  
  Y := X * X;  
  WriteLn(Y);  
End.
```

```
Program ALG04;  
Var  
  X : Integer;  
  Y : Integer;  
  Z : Integer;  
Begin  
  ReadLn(X);  
  ReadLn(Y);  
  Z := X + Y;  
  WriteLn(Z);  
End.
```

```
Program ALG05;  
Var  
  X : Integer;  
  Y : Integer;  
  Z : Integer;  
Begin  
  ReadLn(X);  
  ReadLn(Y);  
  Z := X * X + Y * Y;  
  WriteLn(Z);  
End.
```

```
Program ALG06;  
Var  
  X : Integer;  
Begin  
  ReadLn(X);  
  If (X > 100) Then  
    WriteLn(X);  
  End.
```

```
Program ALG07;  
Var  
  X : Integer;  
  Y : Integer;  
  Z : Integer;  
Begin  
  ReadLn(X);  
  ReadLn(Y);  
  If (X > 100) Then  
    Begin  
      Z := X + Y;  
      WriteLn(Z);  
    End;  
  End.
```

```
Program ALG08;  
Var  
  X : Integer;  
  Y : Integer;  
Begin  
  ReadLn(X);  
  ReadLn(Y);  
  If (X <= Y) Then  
    WriteLn(X)  
  Else  
    WriteLn(Y);  
  End.
```

```
Program ALG09;  
Var  
  X : Integer;  
  Y : Integer;  
Begin  
  ReadLn(X);  
  If (X >= 10) Then  
    Y := X * X  
  Else  
    Y := X * X * X;  
  WriteLn(Y);  
End.
```

```
Program ALG10;  
Var  
  X : Integer;  
  Y : Integer;  
  N1 : Integer;  
  N2 : Integer;  
Begin  
  ReadLn(X);  
  ReadLn(Y);  
  If (X > Y) Then  
    Begin  
      N1 := Y;  
      N2 := X;  
    End  
  Else  
    Begin  
      N1 := X;  
      N2 := Y;  
    End;  
  WriteLn(N1);  
  WriteLn(N2);  
End.
```

```
Program ALG11;  
Var  
  X : Integer;  
  I : Integer;  
Begin  
  X := 0;  
  I := 1;  
  While (I <= 10) Do  
    Begin  
      WriteLn(X);  
      X := X + 2;  
      I := I + 1;  
    End;  
  End.
```

```
Program ALG12;  
Var  
  X : Integer;  
  I : Integer;  
Begin  
  X := 1;  
  I := 1;  
  While (I <= 10) Do  
    Begin  
      WriteLn(X);  
      X := X * 2;  
      I := I + 1;  
    End;  
  End.
```