```
a) import java.util.Scanner;
public class InstructiuneFor {
public static void main (String [] args) {
Scanner keyboard =new Scanner (System.in);
int n= keyboard.nextInt();
int s=0, p=1;
for (int i=1; i<=n; i++) {</pre>
s = s + (2*i - 1);
p=p*(2*i-1);
}
System.out.println("a) Suma:"+s);
System.out.println("Produsul:"+p);
keyboard.close();
}
b) import java.util.Scanner;
public class InstructiuneFor {
public static void main (String [] args) {
Scanner keyboard =new Scanner (System.in);
int n= keyboard.nextInt();
int s=0, p=1;
for (int i=1; i<=n; i++) {</pre>
s=s+(2*i);
p=p*(2*i);
System.out.println("b) Suma:"+s);
System.out.println("Produsul:"+p);
keyboard.close();
}
}
c)import java.util.Scanner;
public class InstructiuneFor {
public static void main (String [] args) {
Scanner keyboard =new Scanner (System.in);
int n= keyboard.nextInt();
int s=0, p=1;
for (int i=1; i<=n; i++) {</pre>
s=s+(3*i);
p=p*(3*i);
}
System.out.println("c) Suma:"+s);
System.out.println("Produsul:"+p);
keyboard.close();
}
}
d)import java.util.Scanner;
public class InstructiuneFor {
public static void main (String [] args) {
Scanner keyboard=new Scanner (System.in);
```

```
int n=keyboard.nextInt();
int s=0, p=1;
for (int i=1; i<=n; i++) {</pre>
s=s+(4*i);
p=p*(4*i);
System.out.println("d) Suma:"+s);
System.out.println("Produsul:"+p);
keyboard.close();
}
}
Problema 8
import java.util.Scanner;
public class Practice {
public static void main (String [] args) {
Scanner homework=new Scanner(System.in);
int n=homework.nextInt();
System.out.println("n="+n);
double s=0;
for (int i=1; i<=n; i++) {</pre>
if (i%2==0) {s-=1/i;} else {s=1/i;}
System.out.println ("Suma:"+s);
homework.close();
}
Problema de pe foaie
import java.util.Scanner;
public class LectieInformatica {
public static void main (String [] args) {
Scanner tastatura=new Scanner(System.in);
int n=tastatura.nextInt();
System.out.println ("n="+n);
double s=0, p=1;
int i=1;
while(i<=n) {</pre>
s+=i/(i+1);
p=p*i/(i+1);
i++;
}
System.out.println("suma:"+s);
System.out.println("produsul:"+p);
tastatura.close();
}
}
```