```
p1:

start

int a=3;

int b=3;

pana a != b{

        daca a > b {

                a=a-b;

        }

        altfel {

                b=b-a;

        }

}

consola<<a;

stop


p2:

start

int a;

int b;

long r=1;

consola>>a;

consola>>b;

repeta i=1:b {

        r=r*a;

}

consola<<r;

stop


p3:
```

```
start

int n;

consola>>n;

int arr[n];

repeta i=0:n-1{

        consola>>arr[aux];

}

int min=arr[0];

repeta i=0:n-1 {

        daca arr[i] < min {

                min = arr[aux];

        }

}

consola<<min;

stop


p1err:

start

int a=3;

int b=3;

char salut='aaaaaa';

pana a != b{

        daca a > b {

                a=a-b;$

        }

        altfel {

                b=b-a;

        }

}
```

```
consola<<a;

stop
```