

```
#include <stdio.h>
int main(){
    printf("Hello, World!");

    return 0;

}
```

Falling back to raw text area.

```
#include <stdio.h>
int main() {
    char ch;
    scanf("%c", &ch);
    printf("%c", ch);
    return 0;
}
```

```
#include <stdio.h>
int main() {
    int a,b;
    float x,y;
    scanf("%d %d",&a,&b);
    scanf("%f %f",&x,&y);
    printf("%d %d\n",a+b,a-b);
    printf("%.1f %.1f\n",x+y,x-y);
    return 0;
}
```

```
1 #include <stdio.h>
2 int main(){
3     char name;
4     int m1,m2,m3,avg;
5     scanf("%c",&name);
6     scanf("%d %d %d",&m1,&m2,&m3);
7     avg=(m1+m2+m3)/3;
8     printf("%c\n",name);
9     printf("%d",avg);
10    return 0;
11 }
```

```
1 #include <stdio.h>
2 int main(){
3     int a;
4     long b;
5     char c;
6     float d;
7     double e;
8     scanf("%d %ld %c %f %lf",&a,&b,&c,&d,&e);
9     printf("%d\n",a);
10    printf("%ld\n",b);
11    printf("%c\n",c);
12    printf("%.3f\n",d);
13    printf("%.9lf",e);
14    return 0;
15 }
```

```
1 #include <stdio.h>
2 int main(){
3     char ch;
4     scanf("%c",&ch);
5     printf("%d\n",ch);
6     printf("%c %c",ch-1,ch+1);
7     return 0;
8 }
```