Stop import! Export!

Ada:

with Ada.Text\_IO;

procedure Hello\_World is

begin

Ada.Text\_IO.Put\_Line ("Hello World");

end Hello\_World;

Alternatively, after importing the package [Ada.Text\_IO](https://riptutorial.com/ada/topic/8839/package-ada-text-io), you can say use Ada.Text\_IO; in order to be able to use [Put\_Line](https://riptutorial.com/ada/example/27532/put-line) without explicitly declaring what package it should come from, as such:

with Ada.Text\_IO; use Ada.Text\_IO;

procedure Hello\_World is

begin

Put\_Line ("Hello World");

end Hello\_World;

Modula-2:

MODULE WriteSm;

FROM Terminal2 IMPORT WriteLn, WriteString;

BEGIN

WriteString("This line will be displayed on the monitor.");

WriteLn;

WriteString('This line will be displayed too.');

WriteLn;

WriteString("This will all be ");

WriteString('on one line.');

WriteLn;

WriteString('She said, "I ');

WriteString("don't ");

WriteString('like dogs."');

WriteLn;

END WriteSm.

Module-3: adds renaming

IMPORT I AS J

Python:

**from** <Название модуля> **import** <Атрибут 1> [ **as** <Псевдоним 1> ], [<Атрибут 2> [ **as** <Псевдоним 2> ] ...]

**from** <Название модуля> **import** \*

**import** **math** **as** **m**

**>>> import** **math**

**>>>** math.e

Java:

**Imports: three options**

The *JOptionPane* class is in the *swing* package, which is located in the *javax* package. The *wildcard* character (\*) is used to specify that all classes with that package are available to your program. This is the most common programming style.

**import javax.swing.\*;** // Make all classes visible altho only one is used.

class ImportTest {

public static void main(String[] args) {

JOptionPane.showMessageDialog(null, "Hi");

System.exit(0);

}

}

Classes can be specified explicitly on *import* instead of using the wildcard character.

**import javax.swing.JOptionPane;** // Make a single class visible.

class ImportTest {

public static void main(String[] args) {

JOptionPane.showMessageDialog(null, "Hi");

System.exit(0);

}

}

Alternately we can the fully qualified class name without an import.

class ImportTest {

public static void main(String[] args) {

**javax.swing.**JOptionPane.showMessageDialog(null, "Hi");

System.exit(0);

}

}

Go:

package main

import "fmt"

func main() {

fmt.Println("Hello, 世界")

}

Rust:

extern crate phrases;

use phrases::english::greetings;

use phrases::english::farewells;

fn main() {

println!("Hello in English: {}", greetings::hello());

println!("Goodbye in English: {}", farewells::goodbye());

}