

---

## ✓ C Syntax

```
#include <stdio.h>
```

```
int main() {  
    printf("Hello, World!\n");  
    return 0;  
}
```

- Semicolon ; ends each statement.
- Uses `#include` to import libraries.
- `main()` is the entry point.

---

## ✓ C++ Syntax

```
#include <iostream>  
using namespace std;
```

```
int main() {  
    cout << "Hello, World!" << endl;  
    return 0;  
}
```

- Uses `#include` for libraries.
- `std::cout` is used for output (`cout` if `using namespace std`).
- Object-oriented features available.

---

## ✓ C# Syntax

```
using System;
```

```
class Program {  
    static void Main(string[] args) {  
        Console.WriteLine("Hello, World!");  
    }  
}
```

- Uses **using** to include namespaces.
  - Class-based structure is required.
  - **Main** method is the entry point.
- 

## ✓ Java Syntax

```
public class Main {  
    public static void main(String[] args) {  
        System.out.println("Hello, World!");  
    }  
}
```

- Everything is inside a class.
  - **main** method is the entry point.
  - Uses **System.out.println()** for output.
- 

## ✓ Python Syntax

```
print("Hello, World!")
```

- No semicolons or curly braces.
- Indentation is used to define blocks.

- Very clean and simple syntax.

