

Programele au fost realizate de catre Damoc Patricia si Soroceanu Teodora (din a doua grupa)

Problema nr. 1

```
import java.util.Scanner;

class MyClass {

    public static void main ( String[] args) {

        Scanner tastatura= new Scanner ( System.in);

        System.out.print (" Introduceti min");

        int min= tastatura.nextInt ();

        System.out.print (" Introduceti h");

        int h= tastatura.nextInt ();

        double p=(h+60)+min;

        System.out.println (" Perioada in minute este" + p);

    }

}
```

Problema nr. 2

```
import java.util.Scanner;

class MyClass {

    public static void main ( String[] args) {

        Scanner tastatura= new Scanner ( System.in);

        System.out.print ( " Introduceti a ");

        int a= tastatura.nextInt ();

        System.out.print ( " Introduceti b");

        int b= tastatura.nextInt ();

        double c = Math.sqrt ( Math.pow (a,2) + Math.pow (b,2));

        System.out.println ( " Ipotenuza triunghiului dreptunghic este" + c );

    }

}
```

Problema nr. 3

```
import java.util.Scanner;

class MyClass {

public static void main ( String[] args) {

Scanner tastatura= new Scanner ( System.in);

System.out.print ( " Introduceti masa fructelor uscate" );

int fu= tastatura.nextInt ();

System.out.print ( "Introduceti procentul din masa pierdut " );

int procent = tastatura.nextInt ();

Double fp= 100*fu/procent;

System.out.println ( Pentru a obtine cantitatea de fructe uscate introdusa este necesara cantitatea de
fructe proaspete de " + fp );

}

}
```