

C++:

```
#include <cstdio>
```

```
using namespace std;
```

```
int main(){  
    int x, y; scanf("%d%d", &x, &y);  
    printf("%d\n", x+y);  
  
    return 0;  
}
```

Pascal:

```
var  
    a, b: integer;  
begin  
    readln(a, b);  
    writeln(a + b);  
end.
```