

```
print("Hello World")
```

```
console.log("Hello World");
```

```
#include <iostream.h>
```

```
main()
```

```
{
```

```
    cout << "Hello World!" << endl;
```

```
    return 0;
```

```
}
```

```
var sys = require('sys');  
sys.puts('Hello World');
```

```
main = putStrLn "Hello World"
```

```
program HelloWorld(output);  
begin  
  WriteLn('Hello World!');  
end.
```

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