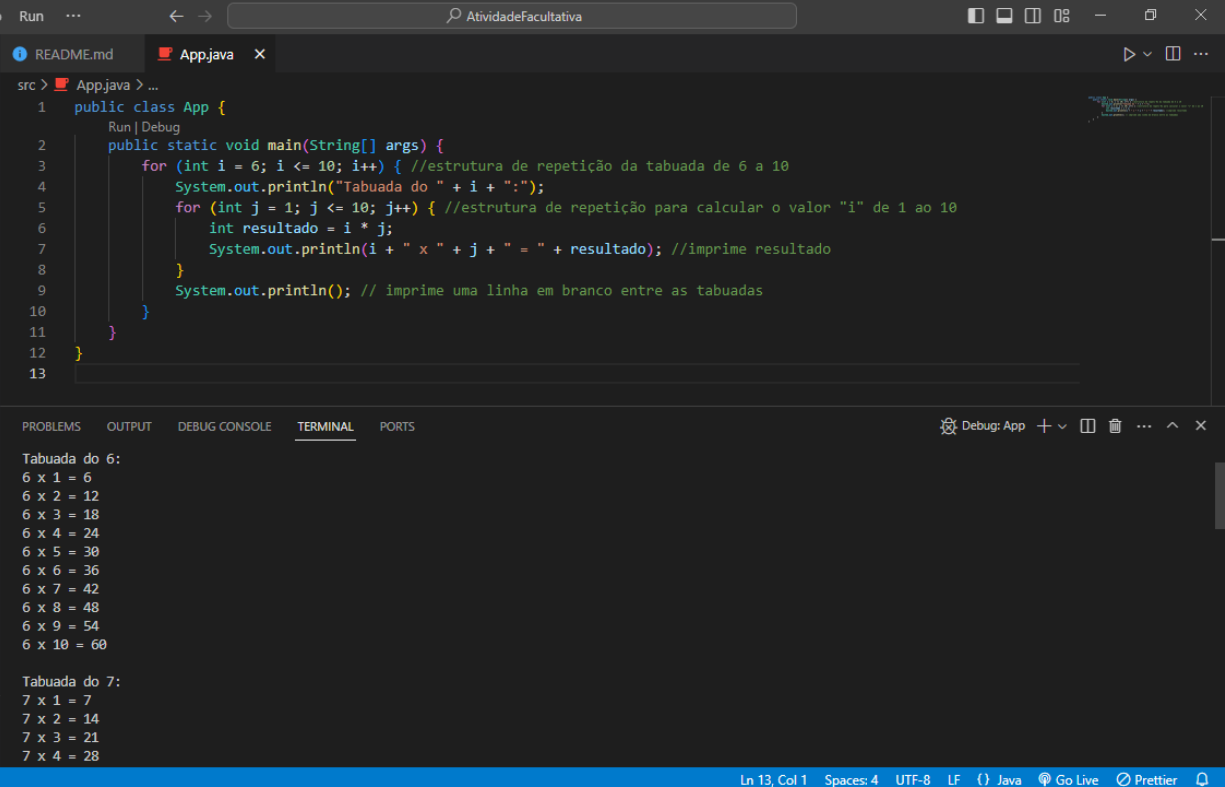


Código na IDE



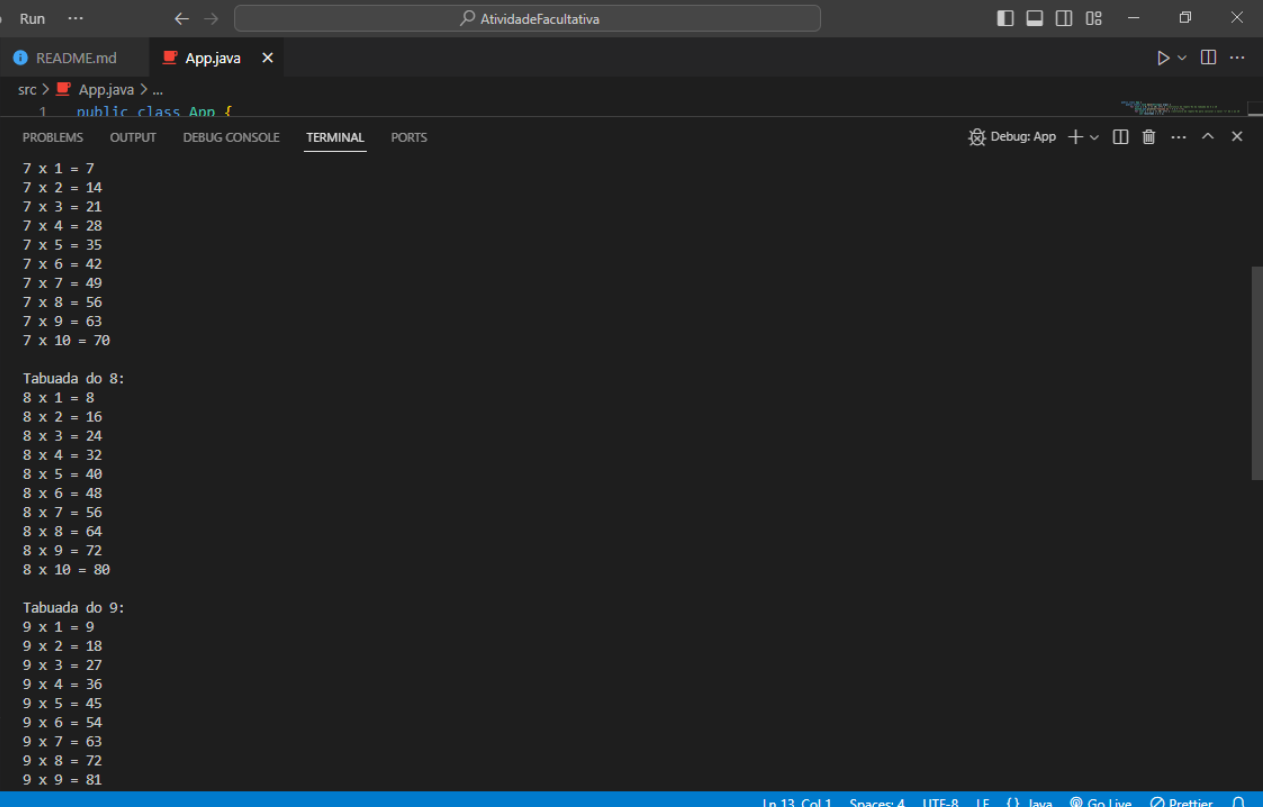
The screenshot shows an IDE window with a file named 'App.java'. The code is a Java program that prints multiplication tables for the numbers 6 and 7. The code is as follows:

```
1 public class App {  
2     public static void main(String[] args) {  
3         for (int i = 6; i <= 10; i++) { //estrutura de repetição da tabuada de 6 a 10  
4             System.out.println("Tabuada do " + i + ":");  
5             for (int j = 1; j <= 10; j++) { //estrutura de repetição para calcular o valor "i" de 1 ao 10  
6                 int resultado = i * j;  
7                 System.out.println(i + " x " + j + " = " + resultado); //imprime resultado  
8             }  
9             System.out.println(); // imprime uma linha em branco entre as tabuadas  
10        }  
11    }  
12 }  
13
```

The terminal output shows the execution of the program, displaying the multiplication tables for 6 and 7:

```
Tabuada do 6:  
6 x 1 = 6  
6 x 2 = 12  
6 x 3 = 18  
6 x 4 = 24  
6 x 5 = 30  
6 x 6 = 36  
6 x 7 = 42  
6 x 8 = 48  
6 x 9 = 54  
6 x 10 = 60  
  
Tabuada do 7:  
7 x 1 = 7  
7 x 2 = 14  
7 x 3 = 21  
7 x 4 = 28
```

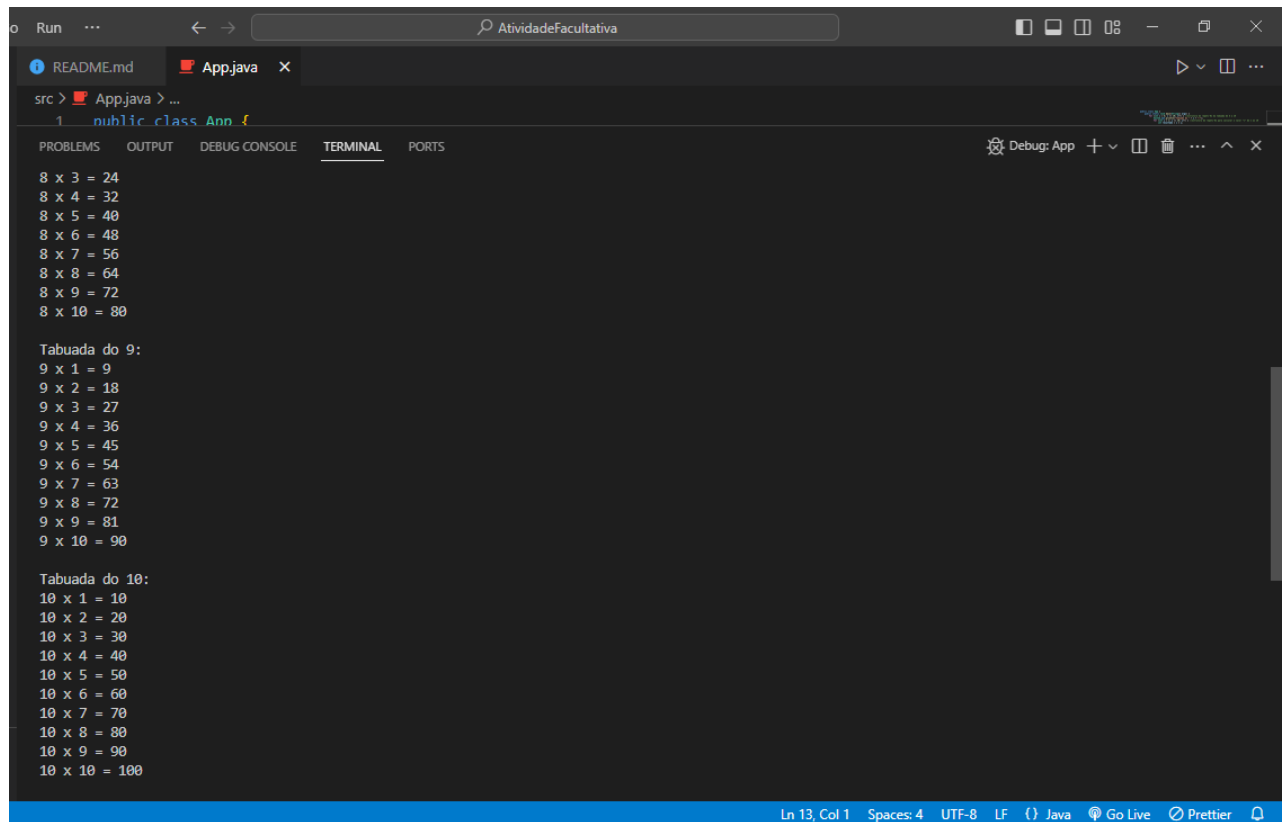
Console com o código sendo executado



The screenshot shows the same IDE window, but the code in the editor is partially obscured by the terminal output. The terminal output continues with the multiplication tables for 8 and 9:

```
7 x 1 = 7  
7 x 2 = 14  
7 x 3 = 21  
7 x 4 = 28  
7 x 5 = 35  
7 x 6 = 42  
7 x 7 = 49  
7 x 8 = 56  
7 x 9 = 63  
7 x 10 = 70  
  
Tabuada do 8:  
8 x 1 = 8  
8 x 2 = 16  
8 x 3 = 24  
8 x 4 = 32  
8 x 5 = 40  
8 x 6 = 48  
8 x 7 = 56  
8 x 8 = 64  
8 x 9 = 72  
8 x 10 = 80  
  
Tabuada do 9:  
9 x 1 = 9  
9 x 2 = 18  
9 x 3 = 27  
9 x 4 = 36  
9 x 5 = 45  
9 x 6 = 54  
9 x 7 = 63  
9 x 8 = 72  
9 x 9 = 81
```

Continuação da execução do console com todas as tabuadas



The screenshot shows an IDE window with a terminal output. The terminal displays the results of a Java application that prints multiplication tables. The output is organized into three sections: a table for 8, a table for 9, and a table for 10. Each section starts with a header line indicating the multiplier (e.g., '8 x 3 = 24'). The tables are formatted with consistent spacing and line wrapping. The IDE interface includes a top bar with a search bar, a tab bar with 'README.md' and 'App.java', and a bottom status bar showing the current line and column (Ln 13, Col 1) and various settings like 'Spaces: 4', 'UTF-8', 'LF', and 'Java'.

```
src > App.java > ...  
1 public class App {  
  
8 x 3 = 24  
8 x 4 = 32  
8 x 5 = 40  
8 x 6 = 48  
8 x 7 = 56  
8 x 8 = 64  
8 x 9 = 72  
8 x 10 = 80  
  
Tabuada do 9:  
9 x 1 = 9  
9 x 2 = 18  
9 x 3 = 27  
9 x 4 = 36  
9 x 5 = 45  
9 x 6 = 54  
9 x 7 = 63  
9 x 8 = 72  
9 x 9 = 81  
9 x 10 = 90  
  
Tabuada do 10:  
10 x 1 = 10  
10 x 2 = 20  
10 x 3 = 30  
10 x 4 = 40  
10 x 5 = 50  
10 x 6 = 60  
10 x 7 = 70  
10 x 8 = 80  
10 x 9 = 90  
10 x 10 = 100
```