**Algorithm 100:**

Read a 4 digit integer and print, whether the number formed by the first and second digit is a multiple of 4 or not.

**Algorithm 101:**

Create an algorithm that prints if the number typed is between 20 and 90 or not.

**Algorithm 102:**

Type a number and print if that number is lower than 20, higher than 20 or equal to 20.

**Algorithm 103:**

Type someone’s birthday and the current year. Print that person’s age. Verify beforehand if the birth year is a valid year.

**Algorithm 104:**

Type the name, sex and age of a person. Of that person is female and under 25 years old, print name and the message: ACCEPTS. Otherwise print name and the message: DOESN’T ACCEPT. (Assume F or M)

**Algorithm 105:**

Type the acronym of a state where a person lives and print the name that corresponds to that acronym:

* Carioca
* Paulista
* Mineiro
* Other states

**Algorithm 106:**

Create an algorithm that calculates the factorial of a number.

**Algorithm 108:**

Develop an algorithm that allows the user to type his/hers month of birth.

**Algorithm 109:**

João is a fisherman and every time the fish he catches exceeds the limit established by the European fishing regulations (50kg), he should pay a fine of 4 euros per exceeding kilogram. João needs an algorithm to be developed that reads the variable P (fish weight) and verifies if it has exceeded the limit. If it has, save the excess in a variable E (excess) and the fine he has to pay in the variable M (fine).

**Algorithm 110:**

Create a flow char that calculates the zero of the following equation: **ax+b=0**;