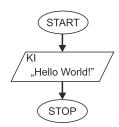
javaGyak

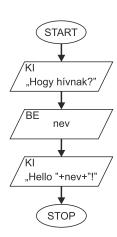
java01_HelloWorld

```
package javaGyak;
public class javaO1_HelloWorld {
    public static void main(String[] args) {
        System.out.println("Hello World!");
    }
}
```



java02_HelloNev

```
package javaGyak;
import java.util.Scanner;
public class java02_HelloNev {
    public static void main(String[] args) {
        System.out.println("Hogy hívnak?");
        Scanner inputScanner = new Scanner(System.in);
        String nev = inputScanner.next();
        System.out.println("Hello " + nev + "!");
        inputScanner.close();
    }
}
```



java03_DuplaSzam

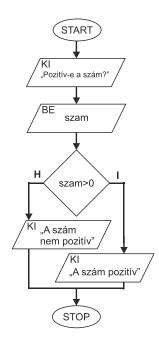
```
package javaGyak;
import java.util.Scanner;
public class java03_DuplaSzam {
    public static void main(String[] args) {
        System.out.println("Kérek egy egész számot!");
        Scanner inputScanner = new Scanner(System.in);
        int szam = inputScanner.nextInt();
        inputScanner.close();
        System.out.println(szam*2);
    }
}
```

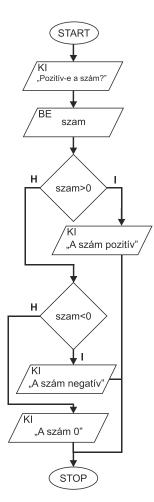


java06_Logikai2_1/1

java06_Logikai2_1/3

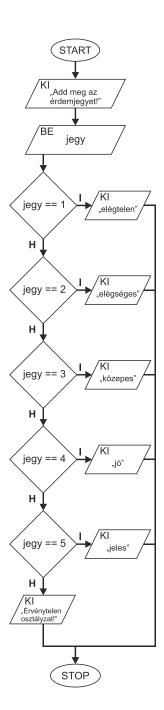
```
package javaGyak;
import java.util.Scanner;
public class java06 Logikai2 1 {
   public static void main(String[] args) {
       System.out.println("Pozitív-e a szám?");
       Scanner inputScanner = new Scanner(System.in);
       double szam = inputScanner.nextDouble();
       inputScanner.close();
       if (szam > 0) {
           System.out.println("3:"+"\t"
               +"A szám pozitív!");
       }else if(szam < 0){</pre>
           System.out.println("3:"+"\t"
               +"A szám negatív!");
       }else{
           System.out.println("3:"+"\t"
               +"A szám 0!");
```





java13_Osztalyzat_2

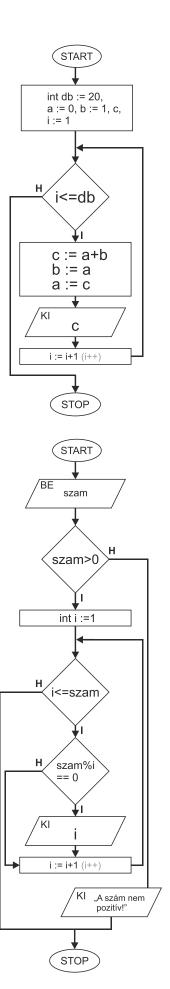
```
package javaGyak;
import java.util.Scanner;
public class java13 Osztalyzat 2 {
    public static void main(String[] args) {
       System.out.println ("Add meg az érdemjegyet!");
       Scanner inputScanner = new Scanner(System.in);
       int jegy = inputScanner.nextInt();
        inputScanner.close();
        switch(jegy){
           case 1: System.out.println("elégtelen");break;
           case 2: System.out.println("elégséges");break;
           case 3: System.out.println("közepes");break;
           case 4: System.out.println("jó");break;
case 5: System.out.println("jeles");break;
           default: System.out.println("Érvénytelen"
                       +"osztályzat!");break;
       if(jegy == 1)
           System.out.println("elégtelen");
        else if(jegy == 2)
           System.out.println("elégséges");
       else if(jegy == 3)
           System.out.println("közepes");
       else if(jegy == 4)
           System.out.println("jó");
       else if(jegy == 5)
           System.out.println("jeles");
           System.out.println("Érvénytelen osztályzat!");
```



java16_Fibonacci_0

```
package javaGyak;
public class java16_Fibonacci_0 {
   public static void main(String[] args) {
     int db = 20;
     int a=0, b=1, c;
     for (int i=1; i<=db; i++) {
        c=a+b;
        b=a;
        a=c;
        System.out.print(c+", ");
     }
}</pre>
```

java18_Osztok1



java15_FOR_TombFeltoltes_1

java17_Fibonacci_1

```
package javaGyak;
public class java17_Fibonacci_1 {
   public static void main(String[] args) {
      int[] fibonacci = new int[20];
      fibonacci[0] = 1;
      fibonacci[1] = 1;

      for (int i=2; i<20; i++) {
            fibonacci[i] = fibonacci[i-1]+fibonacci[i-2];
      }

      for (int i=0; i<20; i++) {
            System.out.print(fibonacci[i]+", ");
      }
    }
}</pre>
```

