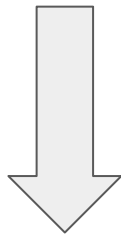
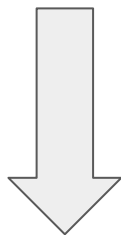


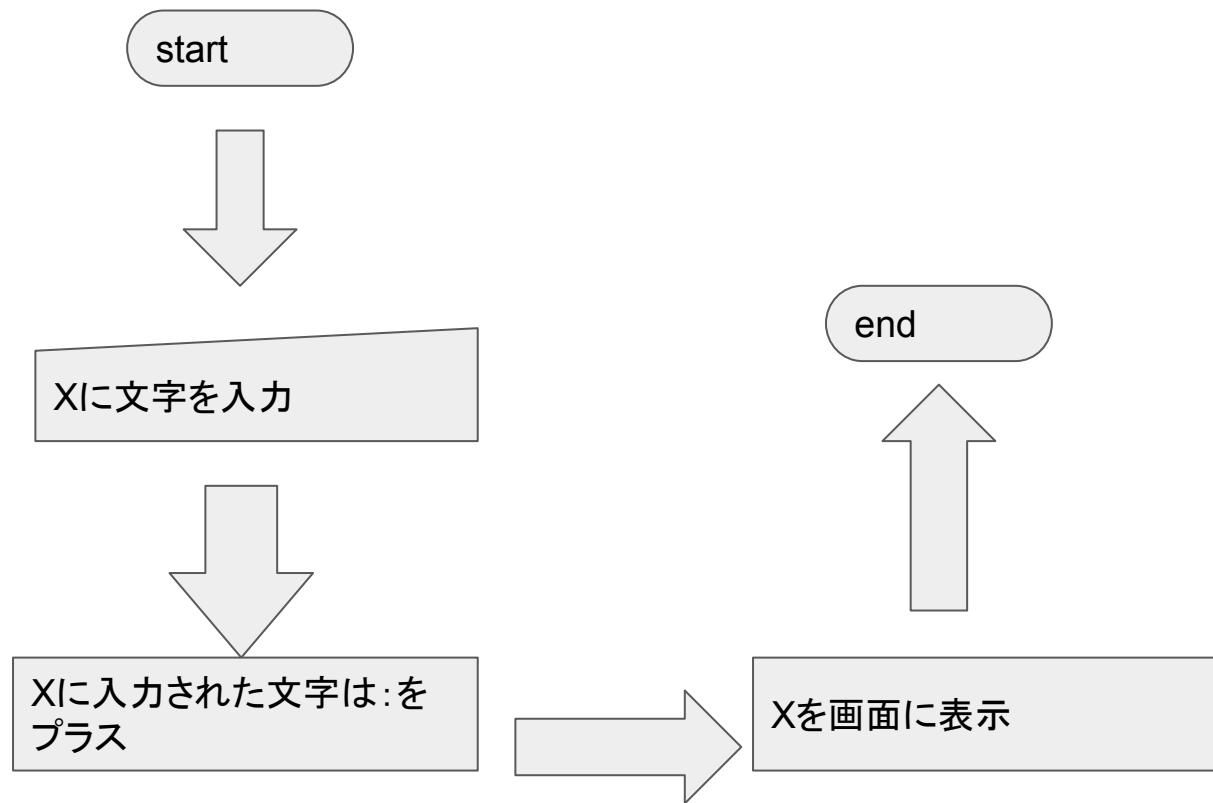
start

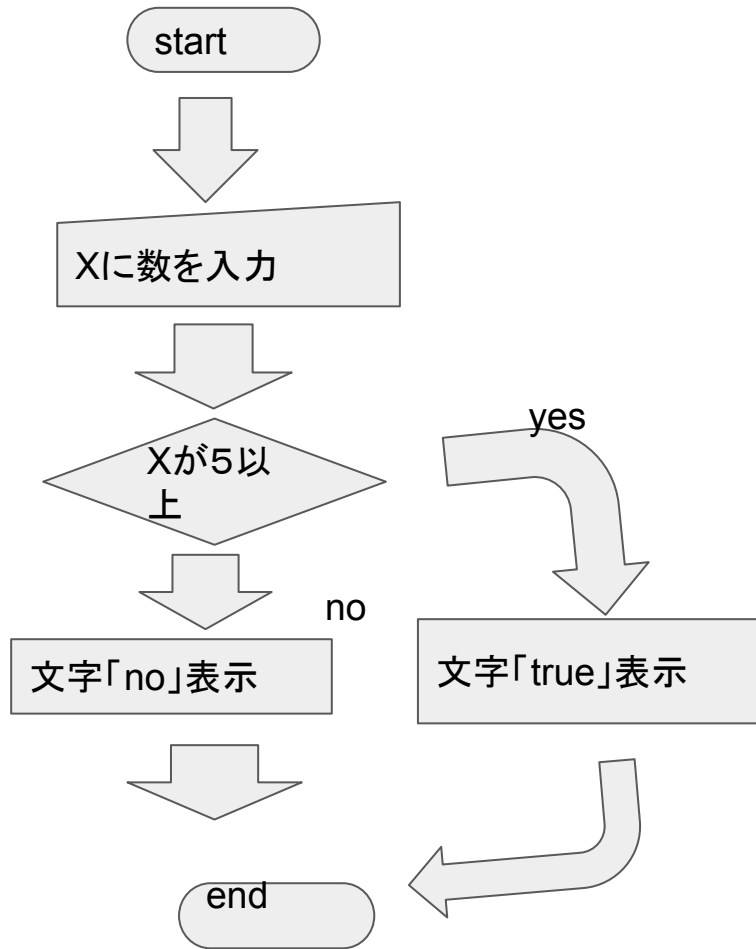


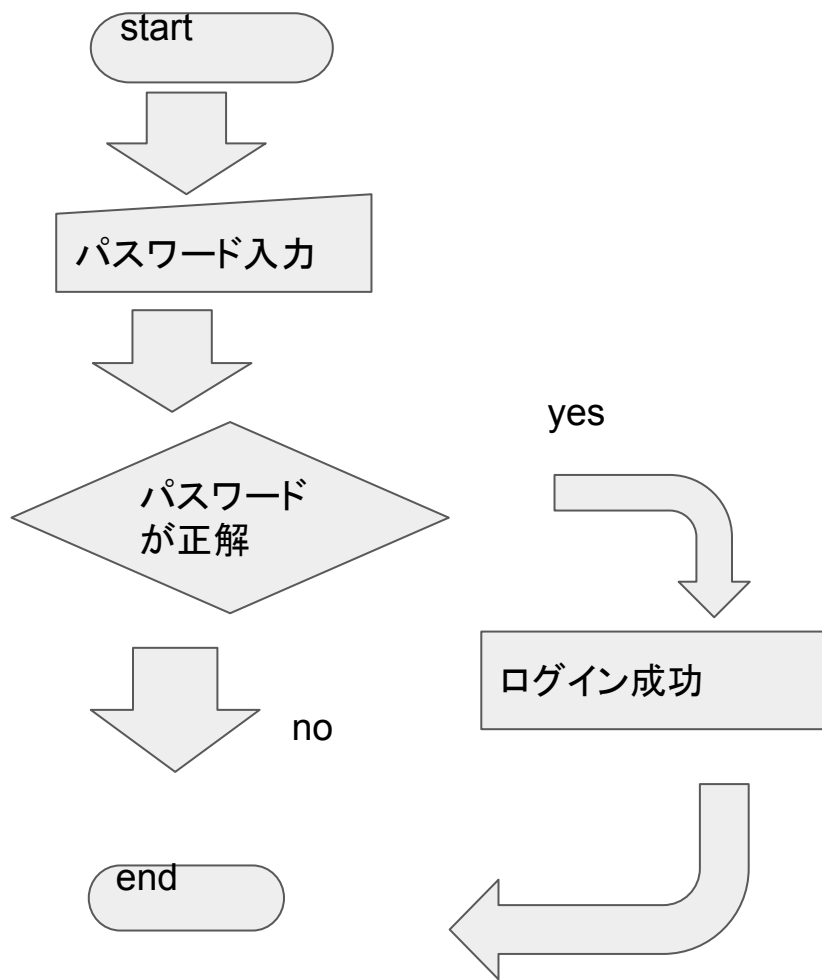
文字「こんにちは」を画面に表示

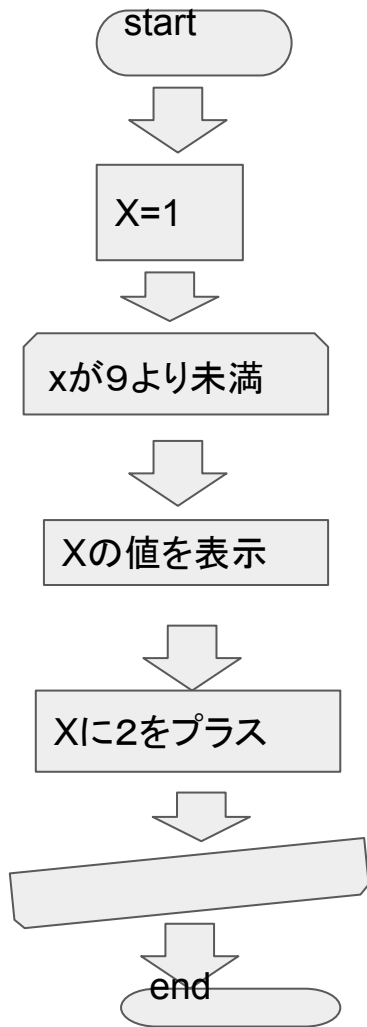


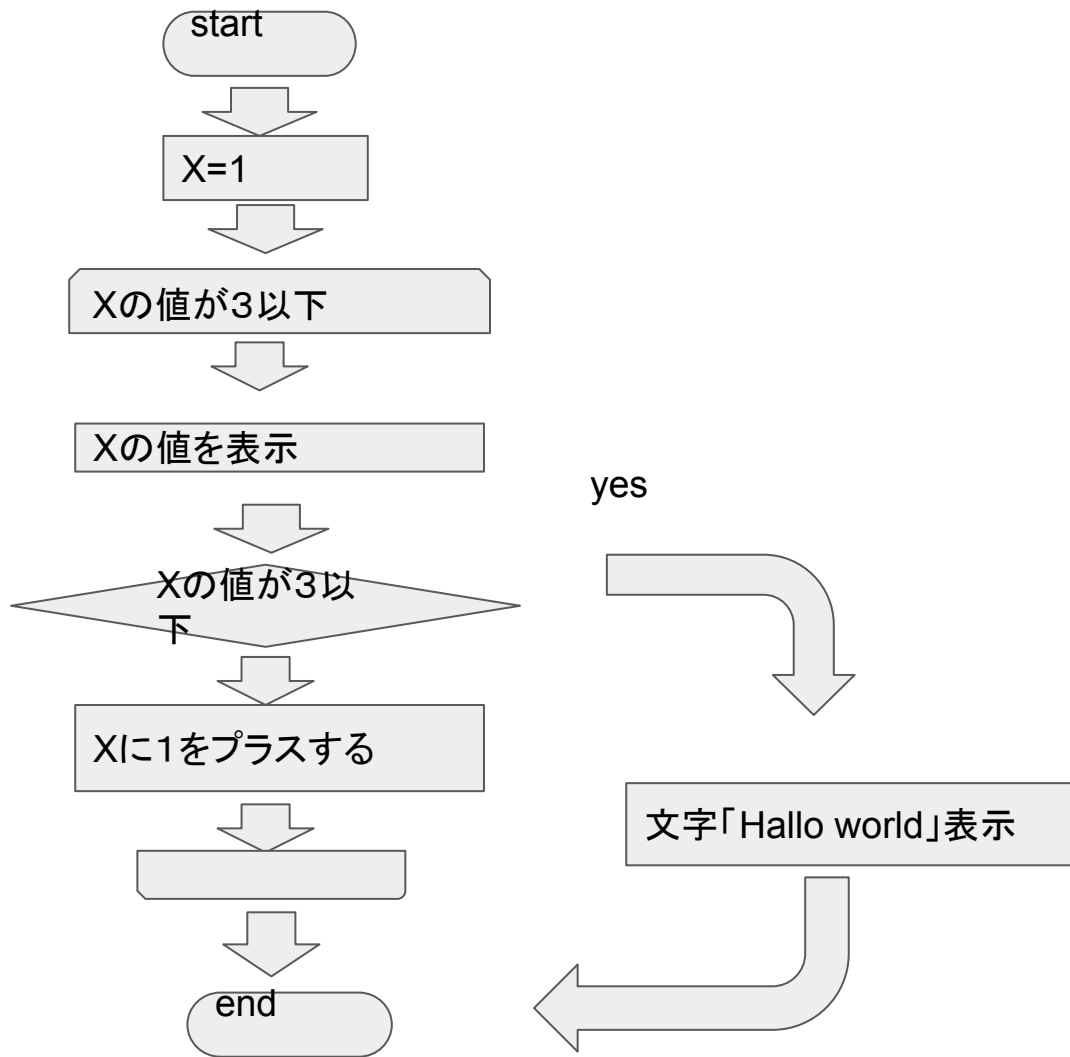
end

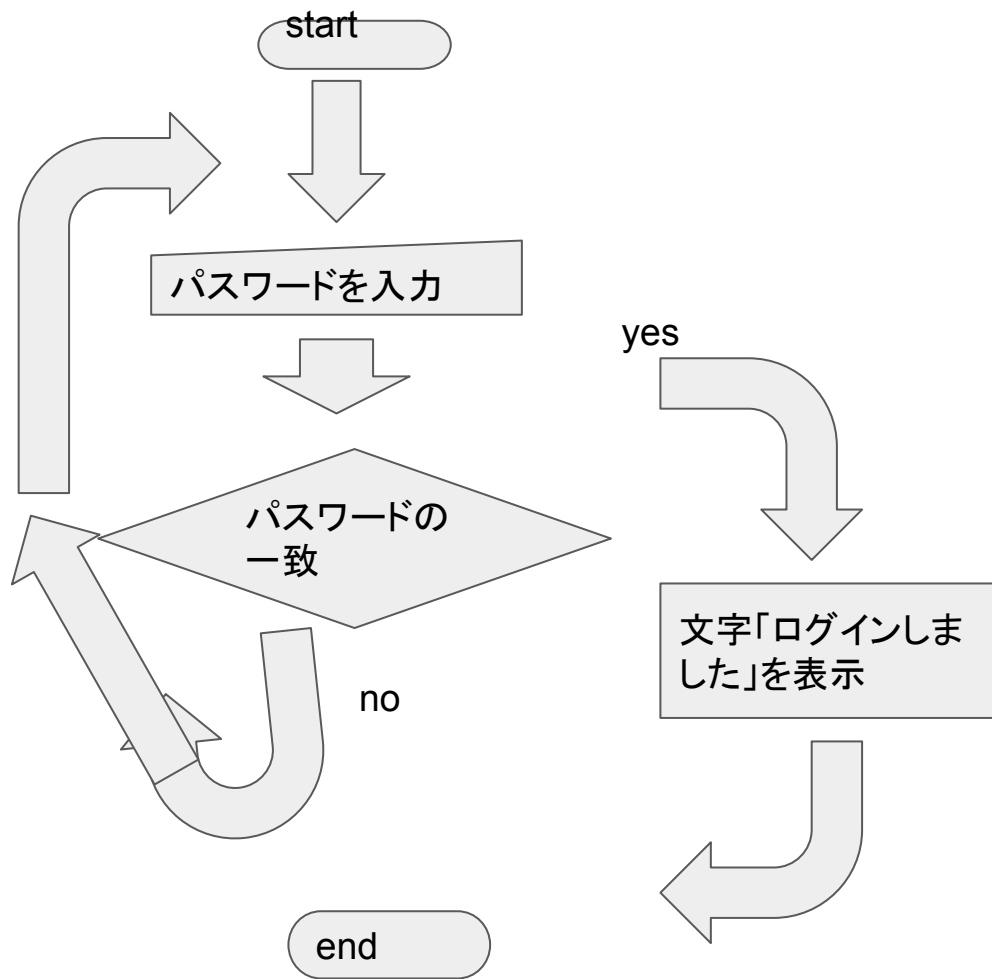


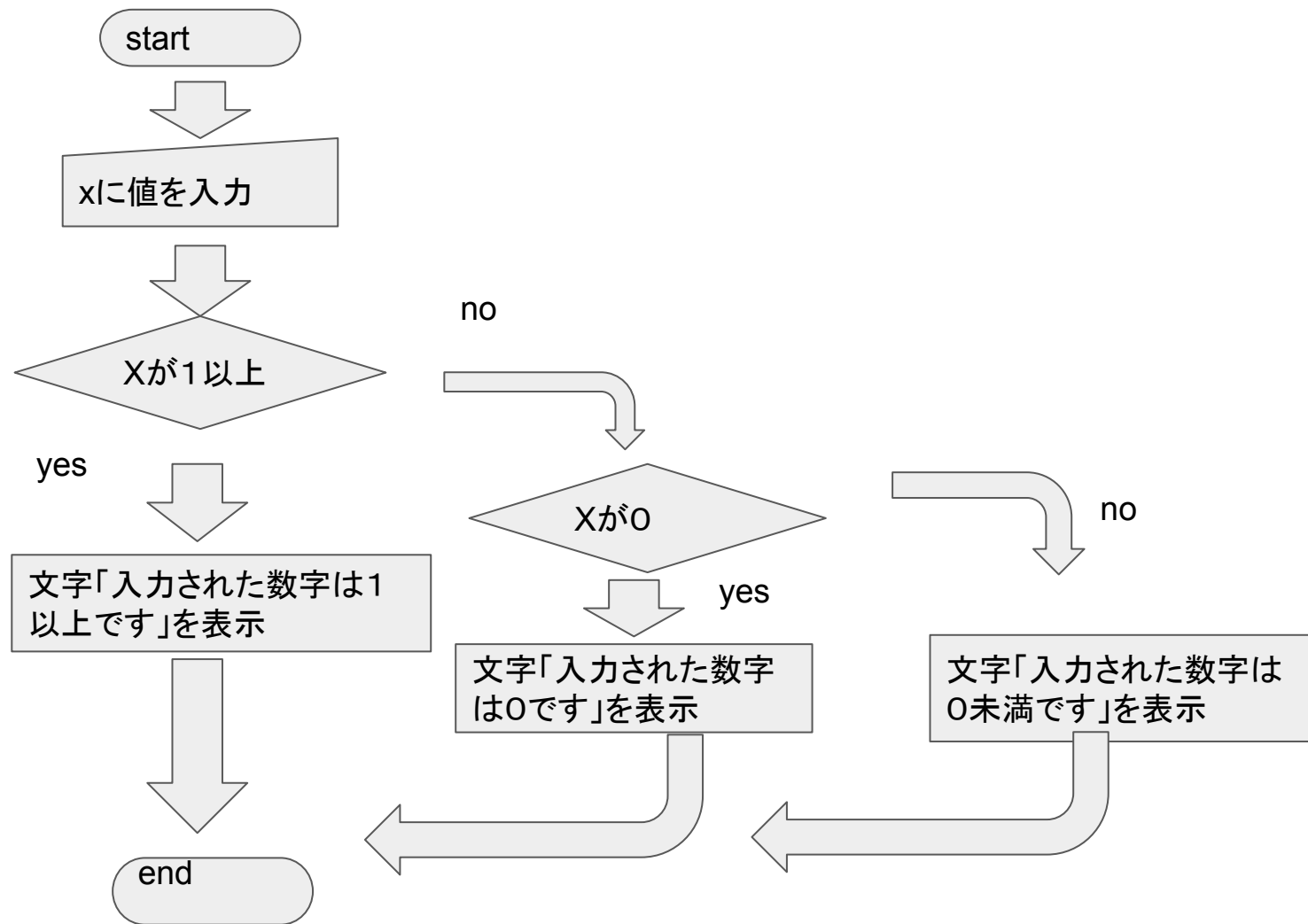




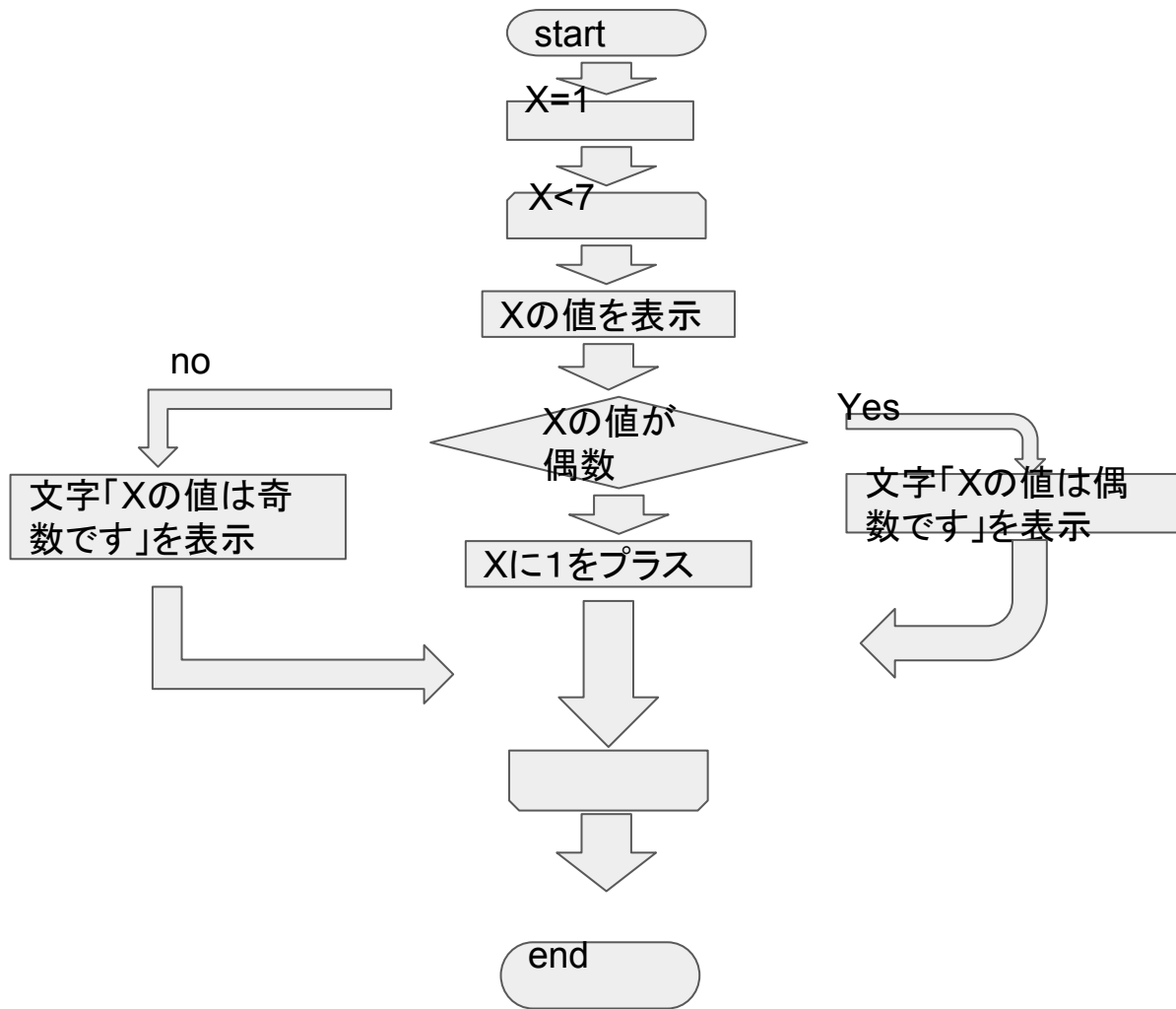


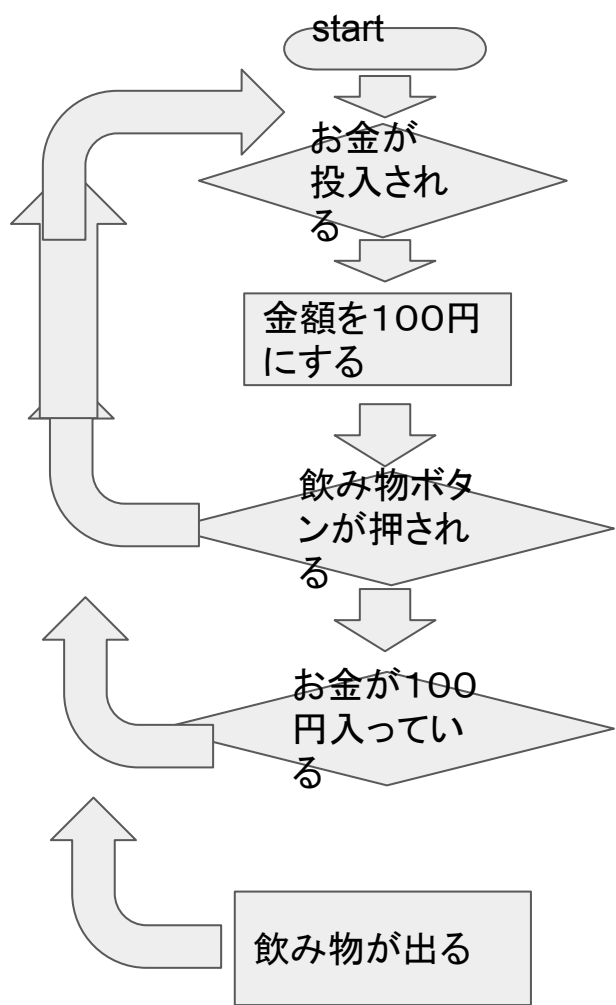


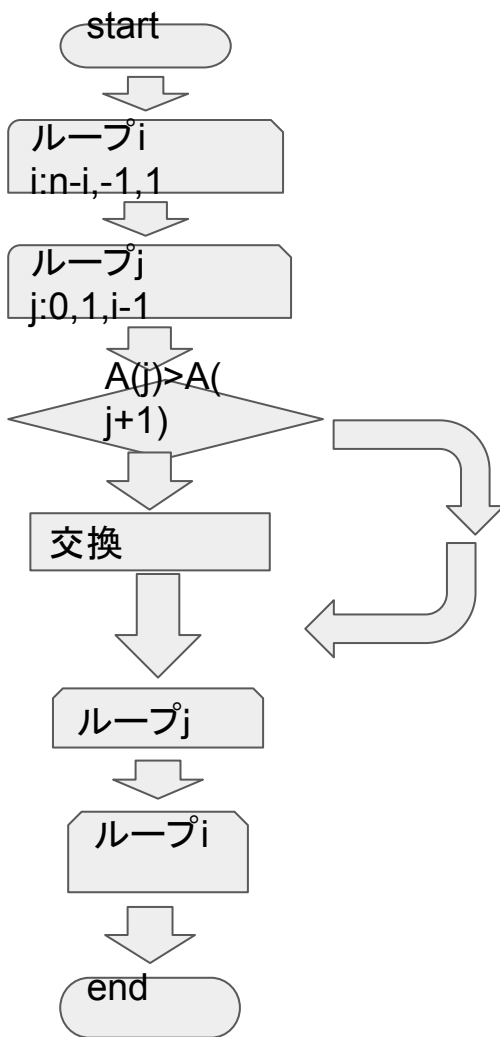












```
public class Main{  
    public static void main(String[]args){  
        system.out.println("hello world")  
    }  
}
```

```
public class Main{  
    public static void main(String[] args){  
        System.out.println("geek"+"-"+ "job")  
    }  
}
```

```
public class Main{  
    public static void main(String[]args){  
        String name=松本  
        System.out.print("私の名前は")  
        System.out.print(neme)  
        System.out.print("です")  
    }  
}
```

```
public class Main{  
    public static void main(String[]args){  
        final int a=10;  
        int b=2;  
        system.out.println("aとbの四則演算の値は下の値となる")  
        system.out.println(a+b)  
        system.out.println(a-b)  
        system.out.println(a*b)  
        system.out.println(a/b)  
    }  
}
```

```
int=a;
if(a==1){
//処理A
out.println("1です");
}each if(a==2){
//処理B
out.println("プロミラングキャンプ！");
}else{
//それ以外なら
out.println("その他です");
}
```



```
<%  
int num=2;  
String message=""  
switch(num){  
case 1:  
message="oneです";  
break;  
case 2:  
message="twoです";  
break;  
default:  
message="想定外";  
break;  
}  
%>
```

```
<%  
char initial=A;  
String messege="";  
swich(initial){  
caseA:  
messege="英語"  
caseあ  
messefe="日本語"  
}  
%>
```

```
public class Main{  
    public static void main(String[] args){  
        for(int i=0;i<20;i++){  
            int=a  
            system.out.plint(8*a)  
        }  
    }  
}
```

