Algorithm - First program

# Objective :

Create a simple program and use the first I/O instructions.

Start the programming of the first game.

# Practical work

* Start DELPHI
* Create a new project : ***Fichier/Nouveau/Autre/Application Console***
* Save it as ADNA\_1st in an accessible disk space
* Copy/paste the text bellow in the source code.

program ADNA1;

{$APPTYPE CONSOLE}

uses

 SysUtils;

procedure exit\_app;

var quit:char;

begin

WriteLn('>> Type Q to quit <<');

 repeat

 readln(quit);

 until quit='Q';

end; //de quitter

begin

//--------------- place your code here ---------------------------------------

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Exit\_app ;

end.

* ***WRITE*** is the command to write a text on the screen.
**For ex :** *Write(‘Hello’);*

**Activity :** Write your name on the screen and test the program. Call your teacher

* ***READ*** is the command to get a keyboard input.
**For ex :** *read(name);* The text typed on the keyboard will be placed in the variable *name*.

**Activity :** Change the previous program so that it requires your name and write it on the screen

* Write the first function of the game Janken : get a number displayed on the screen (1: stone, 2:sheet, 3:scissors); Display this number on the screen.