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

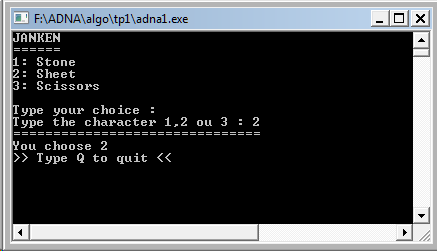
//--------------- place your code here ---------------------------------------

//----------------------------------------------------------------------------

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.