How to use compilers

Jcreator
Bloodshed’s C++ compiler
Microsoft Visual C#.Net
Jcreator
import java.util.Scanner;

public class largestNum
{
    public static void main(String args[])
    {
        Scanner input = new Scanner(System.in);
        int num1 = 0;
        int bignum = 0;
        int count = 1;

        System.out.println("Please input 5 numbers, one at each prompt.");
        System.out.println("I will then inform you which was the largest number.");

        while (count < 6)
        {
            System.out.println("\nInteger #" + count + " Enter a whole number: ");
            num1 = input.nextInt();
            if(num1 > bignum)
            {
                bignum = num1;
                count = count + 1;
            }

            System.out.println("\nThe value of num1 is: " + num1);
            System.out.println("\nThe value of bignum is: " + bignum);
        }

        System.out.println("\n\nThe largest number you entered is: " + bignum);
    }
}
```java
import java.util.Scanner;

public class largestNum
{
    public static void main(String args[])
    {
        Scanner input = new Scanner(System.in);

        int num1 = 0;
        int bignum = 0;
        int count = 1;

        System.out.println("\nPlease input 5 numbers, one at each prompt.\n");
        System.out.println("\nI will then inform you which was the largest number.\n");

        while (count < 6)
        {
            System.out.println("\nInteger #" + count + " Enter a whole number: ");
            num1 = input.nextInt();
            if(num1 > bignum)
            {
                bignum = num1;
                count = count + 1;
            }
            System.out.println("\nThe value of num1 is: " + num1);
            System.out.println("\nThe value of bignum is: " + bignum);
        }

        System.out.println("\n\nThe largest number you entered is: " + bignum);
    }
}
```
```java
public static void main(String args[]) {
    Scanner input = new Scanner(System.in);
    int num1 = 0;
    int bignum = 0;
    int count = 1;

    System.out.print("\nPlease input 5 numbers, one at each prompt.\n");
    System.out.print("\nI will then inform you which was the largest number.\n");

    while (count < 6) {
        System.out.print("\n\nInteger #" + count + " Enter a whole number: ");
        num1 = input.nextInt();
        if (num1 > bignum) {
            bignum = num1;
            count = count + 1;
        }
        System.out.print("\nThe value of num1 is: " + num1);
        System.out.print("\nThe value of bignum is: " + bignum);
    }
    System.out.print("\n\nThe largest number you entered is: " + bignum);
}
```
import java.util.Scanner;

public class largestNum {
    public static void main(String args[]) {
        Scanner input = new Scanner(System.in);
        int num1 = 0;
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        System.out.print("\nI will then inform you which was the largest number.\n");

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            System.out.print("\n\nInteger #" + count + " Enter a whole number: ");
            num1 = input.nextInt();
            if (num1 > bignum) {
                bignum = num1;
            }
            count++;
        }
    }
}
```java
import java.util.Scanner;

public class largestNum {
    public static void main(String args[]) {
        Scanner input = new Scanner(System.in);
        int num1 = 0;
        int bignum = 0;
        int count = 1;

        System.out.print("Please input 5 numbers, one at each prompt.
        
        I will then inform you which was the largest number.\n        
        while (count < 6) {
        
        System.out.print("\n\nInteger #" + count + " Enter a whole number: ");
        num1 = input.nextInt();
        if (num1 > bignum)
            bignum = num1;
        count++;
    }
}
```
Bloodshed’s C++ Compiler
```cpp
#include <iostream>

using namespace std;

int main()
{
    const int DIVISOR = 3;
    int valueOne = 0;
    int valueTwo = 0;
    int valueThree = 0;
    int subtotal = 0;
    string user;

    // Getting input from user
    cout << "What is your name? ";
    cin >> user;
    cout << "\n" << user << " , I am going to prompt you for 3 numbers and then show you the total and average of those numbers\n" << endl;
    cout << "\nPlease enter a whole number between 1 and 100,000: ";
    cin >> valueOne;
    cout << "\nNow enter a second whole number between 1 and 100,000: ";
    cin >> valueTwo;
    cout << "\nAnd lastly, enter a third whole number between 1 and 100,000: ";
    cin >> valueThree;

    // Altering value of variable subtotal
    subtotal = valueOne + valueTwo + valueThree;

    // Outputting results using user's name.
    cout << "\n\n" << user << " , the total is: " << subtotal << " & the average is: " << subtotal / DIVISOR << endl;
    return 0;
}
```
int valueOne = 0;
int valueTwo = 0;
int valueThree = 0;
int subtotal = 0;
string user;

// Getting input from user
cout << "What is your name? ";
cin >> user;
cin << "\n" << user << " , I am going to prompt you for 3 numbers and then show you the total 
and average of those numbers\n" << endl;
cin << "\nPlease enter a whole number between 1 and 100,000: ";
cin >> valueOne;
cin << "\nNow enter a second whole number between 1 and 100,000: ";
cin >> valueTwo;
cin << "\nAnd lastly, enter a third whole number between 1 and 100,000: ";
cin >> valueThree;

// Altering value of variable subtotal
subtotal = valueOne + valueTwo + valueThree;

// Outputting results using user's name.
cout << "\n\n" << user << " , the total is: " << subtotal << " & the average is: " << subtotal / 3; return 0;
```cpp
int valueThree = 0;
int subtotal = 0;
string user;

// Getting input from user
cout << "What is your name? ";
cin >> user;
cout << "\n" << user << " , I am going to prompt you for 3 numbers and then show you the total 
and average of those numbers\n" << endl;
cout << "\nPlease enter a whole number between 1 and 100,000: ";
cin >> valueOne;
cout << "\nNow enter a second whole number between 1 and 100,000: ";
cin >> valueTwo;
cout << "\nAnd lastly, enter a third whole number between 1 and 100,000: ";
cin >> valueThree;

// Altering value of variable subtotal
subtotal = valueOne + valueTwo + valueThree;

// Outputting results using user's name.
cout << "\n\n" << user << " , the total is: " << subtotal << " & the average is: " << subtotal 
return 0;
```
```cpp
int main()
{
    float valueOne, valueTwo, valueThree;
    float subtotal;

    cout << "Enter the three values:
    
    valueOne: ";
    cin >> valueOne;
    cout << "valueTwo: ";
    cin >> valueTwo;
    cout << "valueThree: ";
    cin >> valueThree;

    subtotal = valueOne + valueTwo + valueThree;

    cout << "The total is: 
    
    subtotal: ";
    cout << subtotal;
    cout << " 
    
    & the average is: ";
    cout << (subtotal / 3);
    cout << "\n\nEnd of Program.\n";
    return 0;
}
```
```cpp
#include <iostream>

int main()
{
    int valueOne, valueTwo, valueThree;
    std::cout << "Enter three integer values: 
";
    std::cin >> valueOne >> valueTwo >> valueThree;

    float subtotal = valueOne + valueTwo + valueThree;
    float average = subtotal / 3;

    std::cout << "The total is: " << subtotal << " and the average is: " << average << std::endl;

    return 0;
}
```
```cpp
#include <iostream>
using namespace std;

int main()
{
    const int DIVISOR = 3;
    int valueOne = 0;
    int valueTwo = 0;
    int valueThree = 0;
    int subtotal = 0;
    string user;

    // Getting input
    cout << "What number do you have for a number between 1 and 100,000: ";
    cin >> valueOne;
    cout << "and another number: ";
    cin >> valueTwo;
    cout << ", and lastly, enter a third whole number between 1 and 100,000: ";
    cin >> valueThree;

    // Altering value of variable subtotal
    subtotal = valueOne + valueTwo + valueThree;

    // Outputting results using user's name.
    cout << "\n\n", user << ", the total is: " << subtotal << " & the average is: " << subtotal / DIVISOR << "\n";
    return 0;
}
```
What is your name?

```cpp
cin >> user;
cout << "\n" << user << "", I am going to prompt you for 3 numbers and then show you the total average of those numbers\n" << endl;
cout << "Please enter a whole number between 1 and 100,000: ";
```
Microsoft’s Visual C#.Net Studio
Welcome to Visual C# 2010 Express

The tradition continues! Visual C# 2010 Express helps developers quickly create exciting interactive applications for Windows. With the new Visual C# 2010 Express development environment, improved performance, and lots of new features, moving from great idea to great application has never been easier. Kick off
A project for creating an application with a Windows Forms user interface.
Rock, Paper, Scissors

Beat me if you can!
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Windows.Forms;

namespace RPSGUI
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }

        private int RandomNumber(int min, int max)
        {
            Random random = new Random();
            return random.Next(min, max);
        }

        private void btn_rock_Click(object sender, EventArgs e)
        {
            int returnvalue = RandomNumber(1, 4);
            if (returnvalue == 1)
                lb13.Text = "I chose Rock, we tied!";
            else
                if (returnvalue == 2)
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Windows.Forms;

amespace RPSGUI
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }

        private int RandomNumber(int min, int max)
        {
            Random random = new Random();
            return random.Next(min, max);
        }

        private void btn_rock_Click(object sender, EventArgs e)
        {
            int returnValue = RandomNumber(1, 4);
            if (returnValue == 1)
                lbl3.Text = "I chose Rock, we tied!";
            else
                if (returnValue == 2)
```csharp
private int RandomNumber(int min, int max)
{
    Random random = new Random();
    return random.Next(min, max);
}

private void btn_rock_Click(object sender, EventArgs e)
{
    int returnValue = RandomNumber(1, 4);
    if (returnValue == 1)
        lbl3.Text = "I chose Rock, we tied!";
    else
        if (returnValue == 2)
            lbl3.Text = "I chose Rock, I won!";
        else
            lbl3.Text = "I chose Rock, you won!";
    
    if (returnValue == 2)  // Change is needed to fix the logic
        return;
    if (returnValue == 3)  // Change is needed to fix the logic
        return;
    if (returnValue == 4)  // Change is needed to fix the logic
        return;
}
```
Rock, Paper, Scissors

Beat me if you can!

Results: