when clicked

say hello, world
#include <stdio.h>

int main(void)
{
    printf("hello, world\n");
}

print("hello, world")
make hello

./hello
clang -o hello hello.c -lc50

./hello
python hello.py
printf("hello, world");
printf("hello, world\n");
print("hello, world")
string answer = get_string("What's your name?\n");
printf("hello, %s\n", answer);
string answer = get_string("What's your name?\n");
printf("hello, %s\n", answer);
answer = get_string("What's your name?\n")
print("hello, " + answer)
answer = get_string("What's your name?\n")
print("hello, " + answer)
answer = get_string("What's your name?\n")
print("hello, " + answer)
answer = get_string("What's your name?\n")
print("hello,", answer)
answer = get_string("What's your name?\n")
print(f"hello, {answer}"
int counter = 0;
int counter = 0;
counter = 0
counter = counter + 1;
counter = counter + 1;
counter = counter + 1
counter += 1;
counter += 1;
counter = counter + 1
if (x < y) {
    printf("x is less than y\n");
}
if (x < y)
{
    printf("x is less than y\n");
}
if x < y:
    print("x is less than y")
if (x < y)
{
    printf("x is less than y\n");
}
else
{
    printf("x is not less than y\n");
}
if (x < y)
{
    printf("x is less than y\n");
}
else
{
    printf("x is not less than y\n");
}
if x < y:
    print("x is less than y")
else:
    print("x is not less than y")
if (x < y)
{
    printf("x is less than y\n");
}
else if (x > y)
{
    printf("x is greater than y\n");
}
else
{
    printf("x is equal to y\n");
}
if (x < y)
{
    printf("x is less than y\n");
}
else if (x > y)
{
    printf("x is greater than y\n");
}
else
{
    printf("x is equal to y\n");
}
if x < y:
    print("x is less than y")
elif x > y:
    print("x is greater than y")
else:
    print("x is equal to y")
while (true) {
    printf("hello, world\n");
}
while (true)
{
    printf("hello, world\n");
}
while True:
    print("hello, world")
for (int i = 0; i < 50; i = i + 1)
{
    printf("hello, world\n");
}

repeat 3

say cough
int i = 3;
while (i > 0) {
    printf("cough\n");
    i--;
}

i = 3
while i > 0:
    print("cough")
    i -= 1
for (int i = 0; i < 50; i = i + 1) {
    printf("hello, world\n");
}
```c
for (int i = 0; i < 3; i++)
{
    printf("cough\n");
}
```
for i in [0, 1, 2]:
    print("cough")
for i in range(3):
    print("cough")
bool
char
double
float
int
long
string
...
bool

float

int

str

...
range
list
tuple
dict
set
...

range  sequence of numbers
list

tuple
dict
set
...
...
<table>
<thead>
<tr>
<th>Python Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>range</td>
<td>sequence of numbers</td>
</tr>
<tr>
<td>list</td>
<td>sequence of mutable values</td>
</tr>
<tr>
<td>tuple</td>
<td></td>
</tr>
<tr>
<td>dict</td>
<td>collection of key/value pairs</td>
</tr>
<tr>
<td>set</td>
<td>collection of unique values</td>
</tr>
<tr>
<td>...</td>
<td></td>
</tr>
</tbody>
</table>
range  sequence of numbers
list    sequence of mutable values
tuple  sequence of immutable values
dict
set
...
range  sequence of numbers
list   sequence of mutable values
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dict   collection of key-value pairs
set    
...
range  sequence of numbers
list   sequence of mutable values
tuple sequence of immutable values
dict  collection of key-value pairs
set   collection of unique values
...
get_float
get_int
get_string
#include <cs50.h>
import cs50
from cs50 import get_float, get_int, get_string
floating-point imprecision
integer overflow
integer-overflow
regular expressions
. any character
.* 0 or more characters
.+ 1 or more characters
? optional
^ start of input
$ end of input
This is CS50