Table of Contents

C

```c
int main(int argc, char **argv)
{
    puts("Hello, world!");
    return 0;
}
```

C#

```csharp
using System;
namespace Hello
{
    class HelloWorld
    {
        static void Main()
        {
            Console.WriteLine("Hello, world!");
        }
    }
}
```

Go

```go
package main
import "fmt"
func main() {
    fmt.Println("Hello, world!")
}
```

Java

```java
public class Hello {
```

```
        public static void main(String[] args) {
            System.out.println("Hello, world!");
        }
    }
```

Javascript

```
function hello() {
    console.log("Hello, world!");
}
```

Pascal

```
program hello;
begin
  writeln('Hello, world!')
end.
```

POSIX shell

```
#!/bin/sh
if true
do
    echo "Hello, world!"
done
```

Python

```
def hello():
    print 'Hello, world!'
```

Ruby

```
def hello
    print "Hello, world!\n"
end
```

Rust

```
fn main() {
    println!("Hello, world!");
}
```

SQL

```
SELECT *
FROM messages
WHERE text = 'Hello, world!';
```

XML

```xml
<root>
  <message>Hello, world!</message>
</root>
```

XSL

```xml
<xsl:stylesheet xmlns:xsl="http://www.w3.org/1999/XSL/Transform">
  <xsl:template match="root">
    <msg>
      <xsl:value-of select="message"/>
    </msg>
  </xsl:template>
</xsl:stylesheet>
```