

FORTRAN:

```
C      Hello World in FORTRAN

      PROGRAM HELLO
      WRITE (*,100)
      STOP
100  FORMAT (' Hello world! ' /)
      END
```

COBOL:

```
*****  
IDENTIFICATION DIVISION.  
PROGRAM-ID. HELLO.  
ENVIRONMENT DIVISION.  
DATA DIVISION.  
PROCEDURE DIVISION.  
MAIN SECTION.  
DISPLAY "Hello world!"  
STOP RUN.  
*****
```

Common LISP:

```
(defun helloworld ()  
  (print "Hello world!"))
```

Scheme:

```
(define hello  
  (lambda ()  
    (display "Hello world!")  
    (newline)))
```

BASIC:

```
10 PRINT "Hello world!"  
20 END
```

C:

```
#include <stdio.h>
```

```
int main(void) {  
    printf("Hello world!\n");  
    return 0;  
}
```

C++:

```
#include <iostream.h>
```

```
main()
```

```
{
```

```
    cout << "Hello world!" << endl;
```

```
    return 0;
```

```
}
```

C#:

```
using System;
```

```
class HelloWorld
```

```
{
```

```
    public static int Main(String[] args)
```

```
    {
```

```
        Console.WriteLine("Hello world!");
```

```
        return 0;
```

```
    }
```

```
}
```


Java:

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

Linux Assembly Language:

```
SECTION .data
msg      db      "Hello, world!",0xa ;
len      equ     $ - msg
SECTION .text
global main
main:
mov      eax,4
mov      ebx,1
mov      ecx,msg
mov      edx,len
int      0x80
mov      eax,1
mov      ebx,0
int      0x80
```

Windows Assembly Language:

```
TITLE Hello world in win32. Tasm

VERSION T310
Model use32 Flat,StdCall

start_code segment byte public 'code' use32
begin:
    Call MessageBox, 0, offset sHallo, offset caption, 0
    Call ExitProcess, 0
start_code Ends

start_data segment byte public 'data' use32

sHallo db 'Hello world',0
caption db "Hi",0

start_data Ends
End begin
```

Befunge:

```
>                                     v
v , , , , , "Hello" <
>48* ,                                v
v , , , , , "World!" <
>25* , @
```

Python:

```
def hello():  
    print "Hello world!"
```