



Programme Pascal

Remplir et afficher un tableau

(*Entête*)

```
program tableaumatières;
```

```
{ $mode objfpc } { $H+ }
```

```
Uses
```

```
{ $IFDEF UNIX } { $IFDEF UseCThreads } cthreads,
```

```
{ $ENDIF } { $ENDIF } Classes { you can add units after this };
```

(*Déclaration variables*)

```
Var
```

```
MatN1: array[1..3] of string;
```

```
x: integer;
```

(*Les instructions*)

```
Begin
```

(*Saisi des matières*)

```
writeln;  
writeln;  
write('1ère matière: ');  
readln(MatN1[1]);  
writeln;  
writeln;  
write('2ère matière: ');  
readln(MatN1[2]);  
writeln;  
writeln;  
write('3ère matière: ');  
readln(MatN1[3]);  
writeln;  
writeln;
```

(*Affichages des matières*)

```
writeln('Les matières qui ont été sasies sont les suivantes:');  
writeln;  
writeln;  
for x:= 1 to 3 do  
    Begin  
        writeln(MatN1[x]);  
        writeln;  
        writeln;  
    end;
```

```
writeln;
```

```
writeln;
```

```
writeln('Press [Enter] To Quit');
```

```
readln();
```

```
end.
```