

# Manual de Referência

Pascal

## write

```
write('Como vai?');
```

Memória

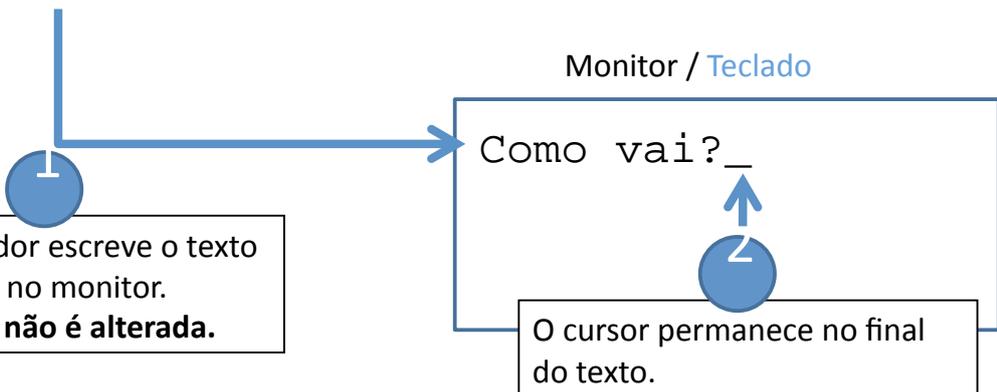
x	30	y	5		

Monitor / Teclado

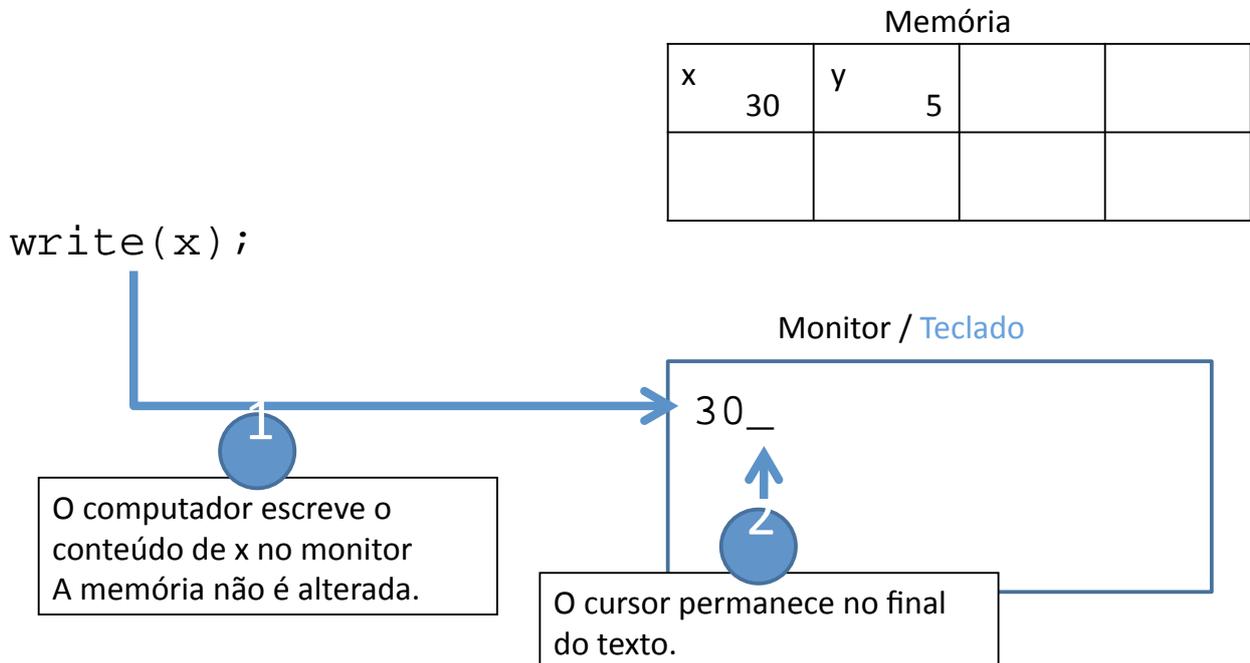
Como vai?\_

O computador escreve o texto entre aspas no monitor.  
**A memória não é alterada.**

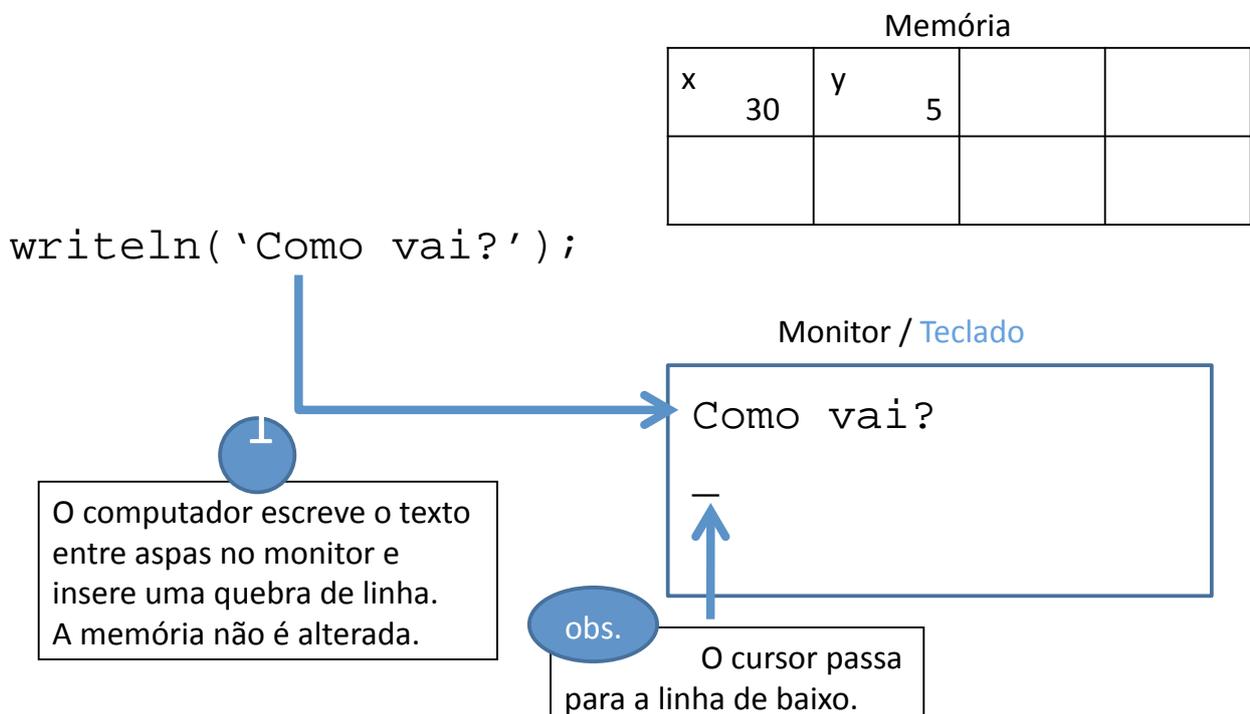
O cursor permanece no final do texto.



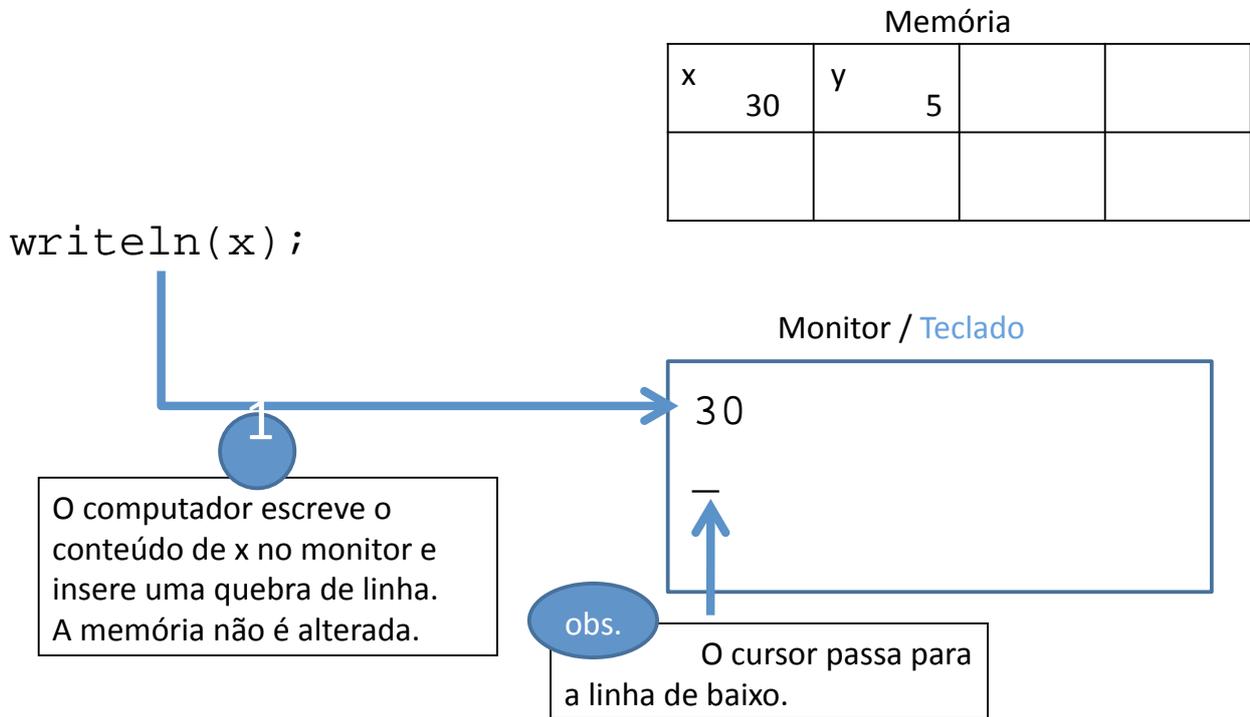
# write



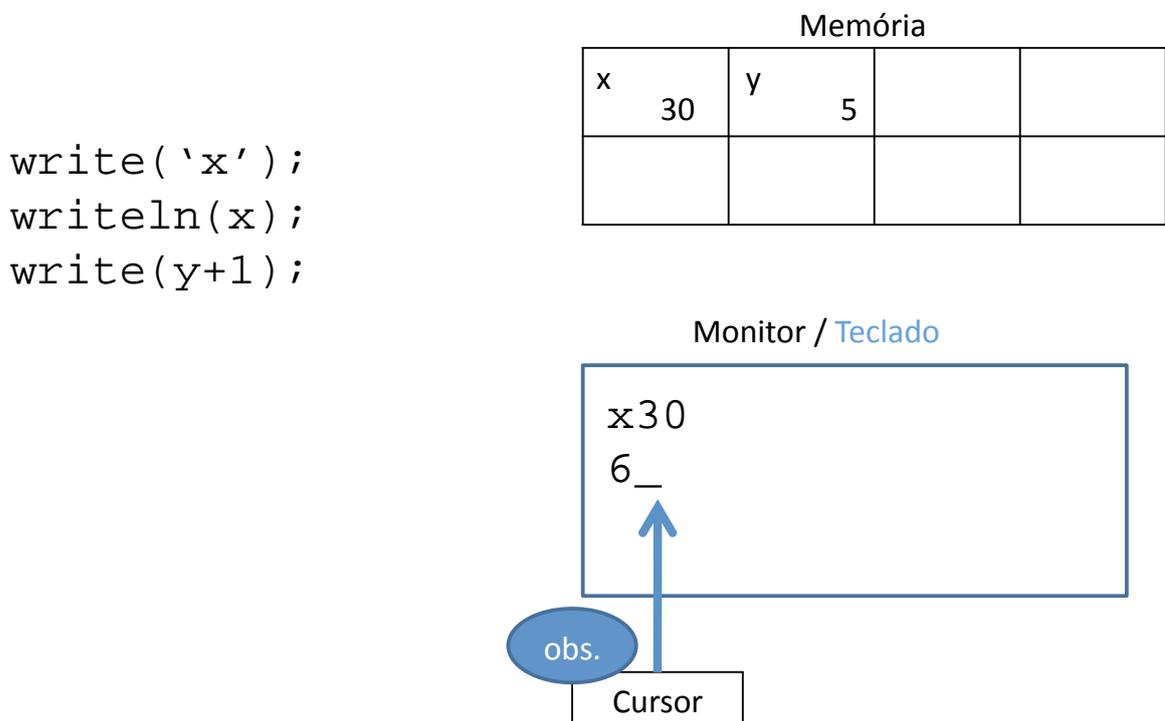
# writeln



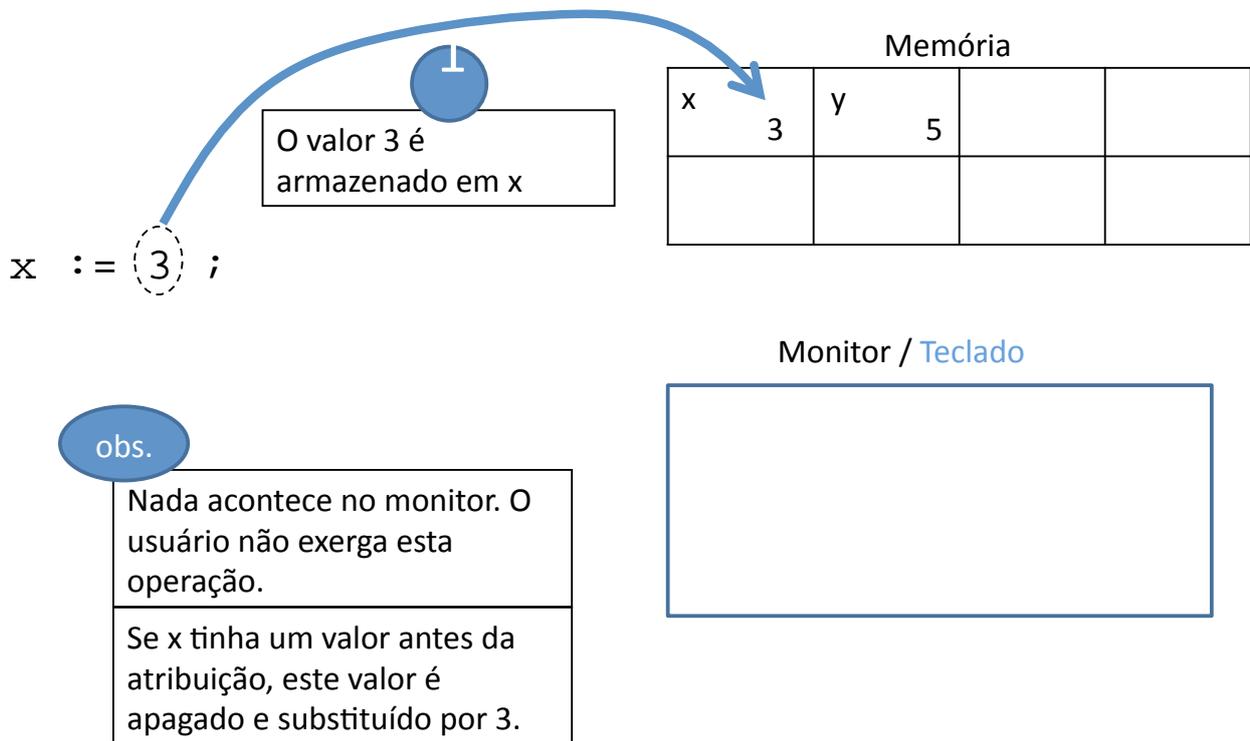
# writeln



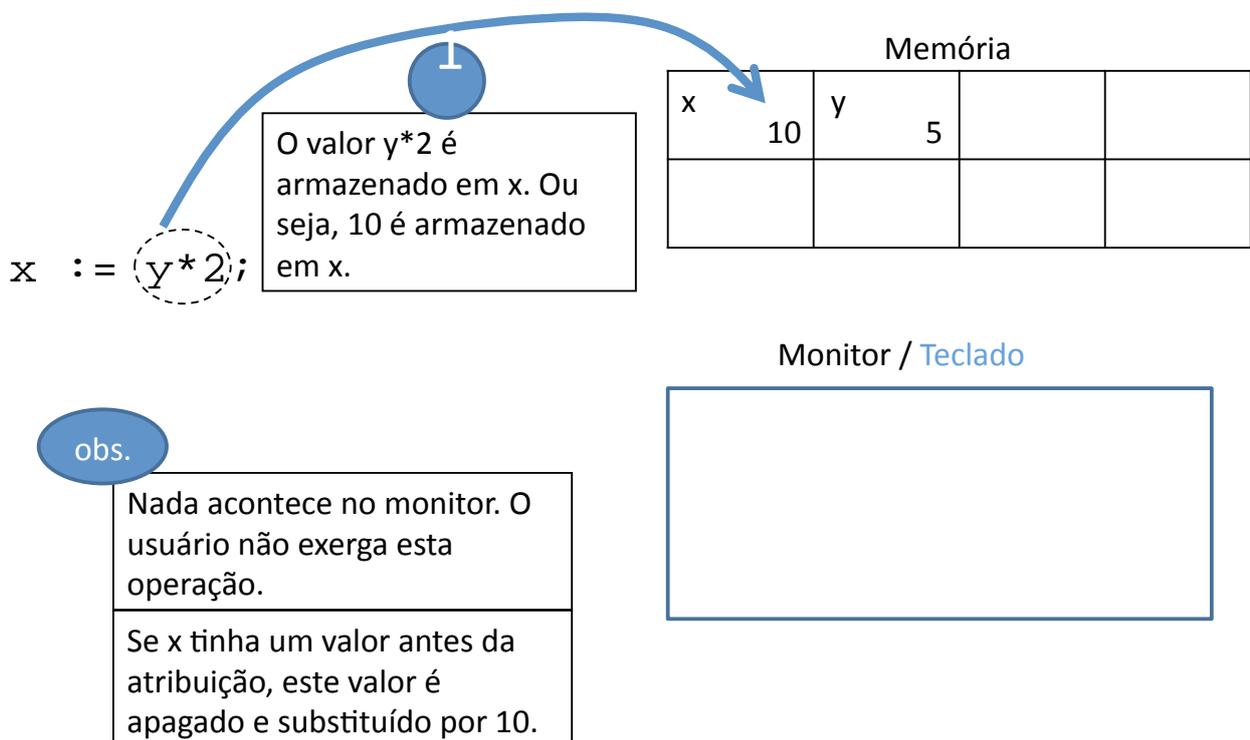
# write/writeln: exemplo



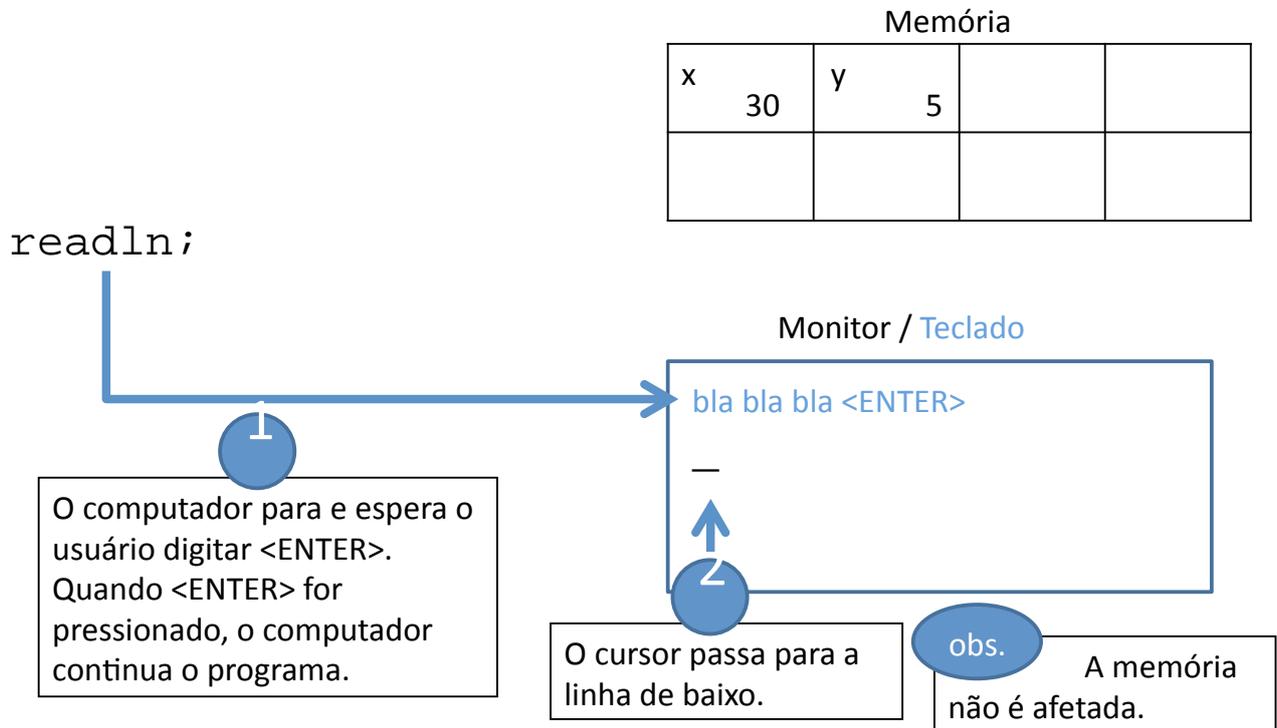
# atribuição



# atribuição



# readln



# readln

