# Program in Pascal

```pascal
max := a;
if b > a then
  max := b;
writeln(max);
else
  writeln('different');
readln(mark);
if mark > 80 then
  begin
    writeln('very good');
    writeln('good luck in other courses');
  end
else
  writeln('try again');
```

---

# Algorithm

1. **max** := a
2. if b > a then
   **max** := b
3. writeln max

---

- **If** a = b then
  writeln('equal')
- else
  writeln('difference')

1. **mark** := readln
2. if mark > 80 then
   writeln('very good')
   writeln('...good luck!')
- else
  writeln('try again')

---

# Relations

<table>
<thead>
<tr>
<th>Operator</th>
<th>Evaluation</th>
<th>Notation</th>
</tr>
</thead>
<tbody>
<tr>
<td>=</td>
<td>Equality</td>
<td>a = b</td>
</tr>
<tr>
<td>&lt;&gt;</td>
<td>Not Equality</td>
<td>a &lt;&gt; b</td>
</tr>
<tr>
<td>&lt;</td>
<td>Less than</td>
<td>a &lt; b</td>
</tr>
<tr>
<td>&lt;=</td>
<td>Less than or equal</td>
<td>a &lt;= b</td>
</tr>
<tr>
<td>&gt;</td>
<td>Greater than</td>
<td>a &gt; b</td>
</tr>
<tr>
<td>&gt;=</td>
<td>Greater than or equal</td>
<td>a &gt;= b</td>
</tr>
</tbody>
</table>

---

*true* (true statement)
*false* (false statement)

---

# Thank You

Thank you for your hard work. We appreciate your efforts.