

C++

```
1 #include <iostream>
2 using namespace std;
3
4 int main() {
5     string name;
6     cin >> name;
7     cout << "Greetings " << name << endl;
8 }
```

Python 3

```
1 print("Greetings", input())
```

JavaScript V8

```
1 print("Greetings", readline())
```

Java

```
1 import java.util.Scanner;
2
3 public class Main {
4     public static void main(String[] args) {
5         Scanner scan = new Scanner(System.in);
6         System.out.println("Greetings " + scan.next());
7     }
8 }
```

Make sure you use `Main` as the class name. Don't define any packages.

Haskell

```
1 main = do
2     name <- getLine
3     putStrLn ("Greetings " ++ name)
```

We use the Haskell 2010 standard.

Ruby

```
1 puts "Greetings " + gets
```

C#

```
1 using System;
2
3 public class Program {
4     public static void Main() {
5         Console.WriteLine("Greetings " + Console.ReadLine());
6     }
7 }
```

C

```
1 #include "stdio.h"
2
3 int main() {
4     char name[101];
5     scanf("%s", name);
6     printf("Greetings %s\n", name);
7 }
```