

Borland C++ Builder

```
-----  
#include <cstdio>  
#include <windows.h>
```

```
using namespace std;
```

```
WINAPI WinMain(HINSTANCE hInstance, HINSTANCE hPrevInstance, LPSTR  
lpCmdLine, int nCmdShow)  
{  
    return 0;  
}
```

Visual Studio

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

```
int WinMain (HINSTANCE hInstance, HINSTANCE hPrevInstance, LPSTR  
lpCmdLine,int nCmdShow)  
{  
    return 0;  
};
```

OR

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

```
int WINAPI WinMain (HINSTANCE hInstance, HINSTANCE hPrevInstance, LPSTR  
lpCmdLine,int nCmdShow)  
{  
    return 0;  
};
```

GCC++

```
-----  
#include <cstdio>
```

```
int main()  
{  
    return 0;  
}
```

Delphi

```
-----  
program d_bolvan;  
begin  
end.
```

Java

```
-----  
import java.io.*;
```

```
public class j_bolvan {  
    public static void main(String[] args) throws IOException {  
  
    }  
}
```