Basic

http://programming.dojo.net.nz/basic

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```
FOR A = 1 TO 100
    IF A MOD 15 = 0 THEN
        PRINT "FizzBuzz"
    ELSE IF A MOD 3 = 0 THEN
        PRINT "Fizz"
    ELSE IF A MOD 5 = 0 THEN
        PRINT "Buzz"
    ELSE
        PRINT A
    END IF
NEXT A
```

First appeared in	Popular for	Major paradigms	Features
1964	Computer Science Education, Scripting, Games	Imperative, Object Oriented (some variants)	Many Implementations, Simple

C

http://programming.dojo.net.nz/c

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```c
#include <stdio.h>

int main (int argc, char** argv)
{
    int i;
    for (i = 1; i <= 100; i++)
    {
        if (!(i % 15))
            printf("FizzBuzz\n");
        else if (!(i % 3))
            printf("Fizz\n");
        else if (!(i % 5))
            printf("Buzz\n");
        else
            printf("%d\n", i);
    }
    return 0;
}
```

First appeared in	Popular for	Major paradigms	Features
1972	Operating Systems, Compilers, Interpreters, Embedded Processors, Games	Imperative, Static Typing	High Performance, Low Level, Pervasive

Scheme

http://programming.dojo.net.nz/scheme

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```
(define (fizzify i)
    (cond
        ((= (modulo i 15) 0)     "FizzBuzz")
        ((= (modulo i 3) 0)      "Fizz")
        ((= (modulo i 5) 0)      "Buzz")
        (#t                      i)
    )
)

(define (fizzbuzz i)
    (if (<= i 100)
        (begin
            (display (fizzify i)) (display "\n")
            (fizzbuzz (+ i 1))
        )
    )
)

(fizzbuzz 1)
```

First appeared in	Popular for	Major paradigms	Features
1975	Computer Science Education, Scripting, Academic Research	Functional, Tail Call Recursion, Dynamic Typing	Homoiconic, Minimalistic, Cross Platform

Python

http://programming.dojo.net.nz/python

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```
for i in range(1, 101):
    if i % 15 == 0:
        print "FizzBuzz"
    elif i % 3 == 0:
        print "Fizz"
    elif i % 5 == 0:
        print "Buzz"
    else:
        print i
```

First appeared in	Popular for	Major paradigms	Features
1991	Computer Science Education, Scripting, Internet, Games	Imperative, Object Oriented, Dynamic Typing	Cross Platform, Duck Typing, Indentation Syntax, Interpreter

Java

http://programming.dojo.net.nz/java

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```java
public class FizzBuzz
{
    public static void main (String[] args)
    {
        for (int i= 1; i <= 100; i++)
        {
            if (i % 15 == 0) {
                System.out.println("FizzBuzz");
            } else if (i % 3 == 0) {
                System.out.println("Fizz");
            } else if (i % 5 == 0) {
                System.out.println("Buzz");
            } else {
                System.out.println(i);
            }
        }
    }
}
```

First appeared in	Popular for	Major paradigms	Features
1995	Applications, Mobile Devices, Compilers, Interpreters, Games	Imperative, Object Oriented, Static Typing, Generics	Interoperability, Standardised, Cross Platform

Ruby

http://programming.dojo.net.nz/ruby

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言語道場

```ruby
1.upto(100) do |n|
  print "Fizz" if a = (n % 3).zero?
  print "Buzz" if b = (n % 5).zero?
  print n unless (a || b)
  print "\n"
end
```

First appeared in

1995

Popular for

Internet, Scripting

Major paradigms

Imperative,
Object Oriented,
Dynamic Typing,
Functional

Features

Cross Platform,
Duck Typing,
Programmer Happiness

C#

http://programming.dojo.net.nz/c-sharp

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```
using System;

namespace FizzBuzz
{
    class Program
    {
        static void Main(string[] args)
        {
            for (int i = 1; i <= 100; i++)
            {
                string output = "";
                if (i % 3 == 0) output += "Fizz";
                if (i % 5 == 0) output += "Buzz";
                if (String.IsNullOrEmpty(output))
                    output = i.ToString();
                Console.WriteLine(output);
            }
        }
    }
}
```

First appeared in	Popular for	Major paradigms	Features
2001	Applications, Internet, Business, Games	Imperative, Object Oriented, Static Typing	Standardised, Common Language Runtime

SCRATCH

http://programming.dojo.net.nz/scratch

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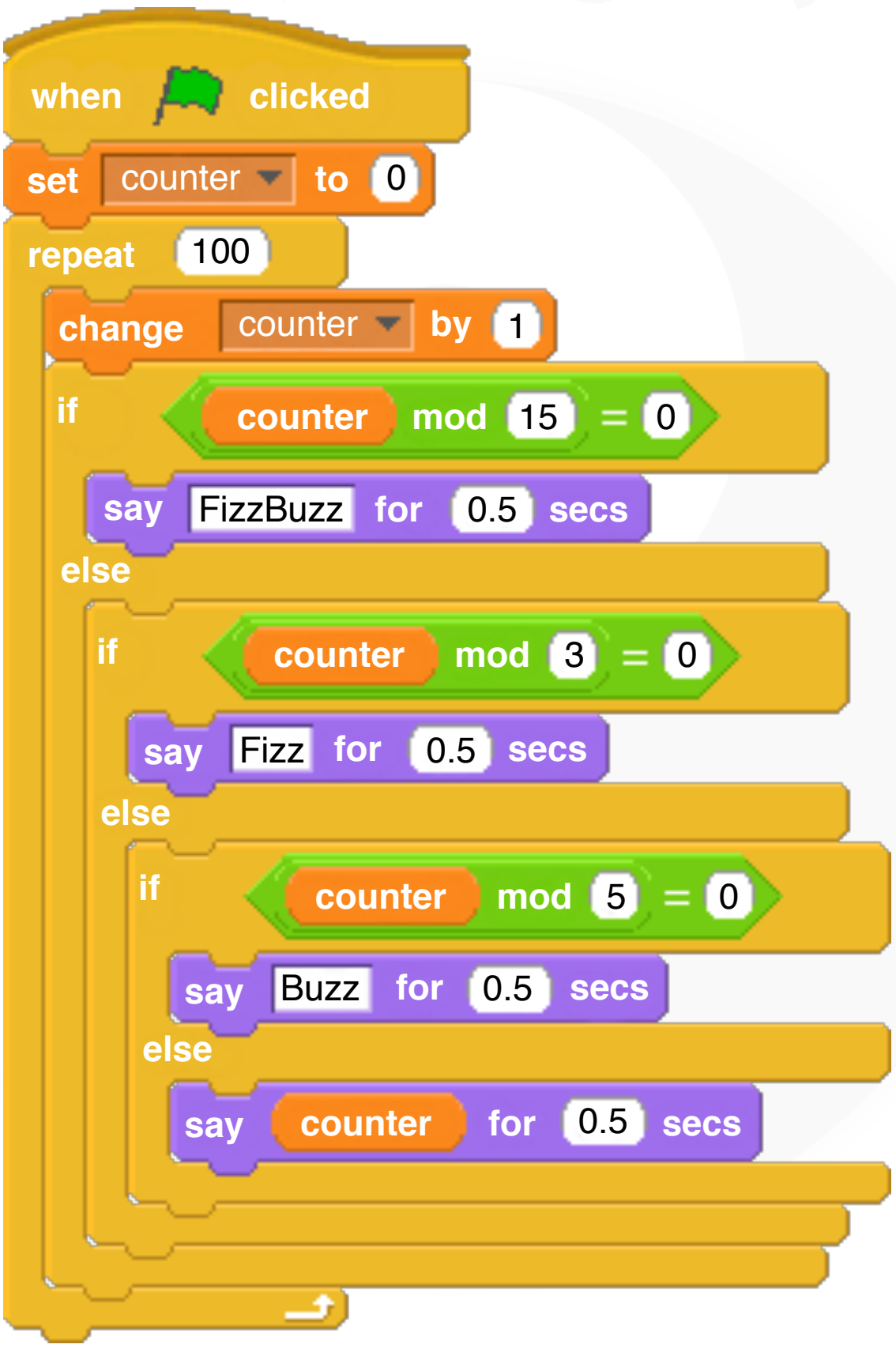

First appeared in	Popular for	Major paradigms	Features
2007	Computer Science Education	Fixed Function, Imperative, Visual Programming	Rich Media, Online Collaboration, Animation, Cross Platform