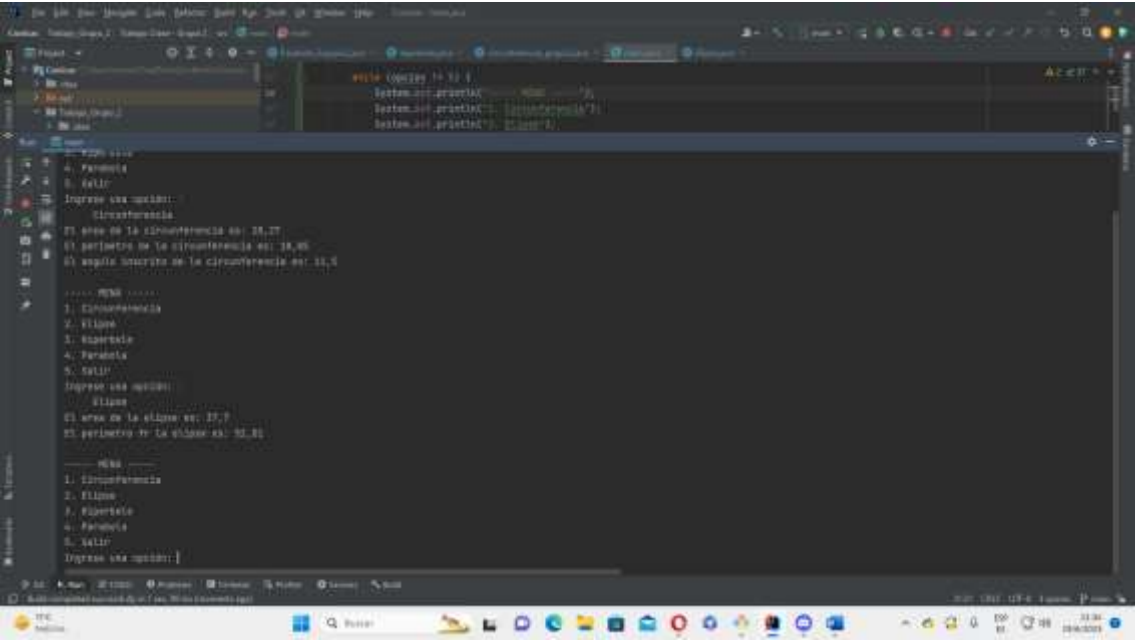
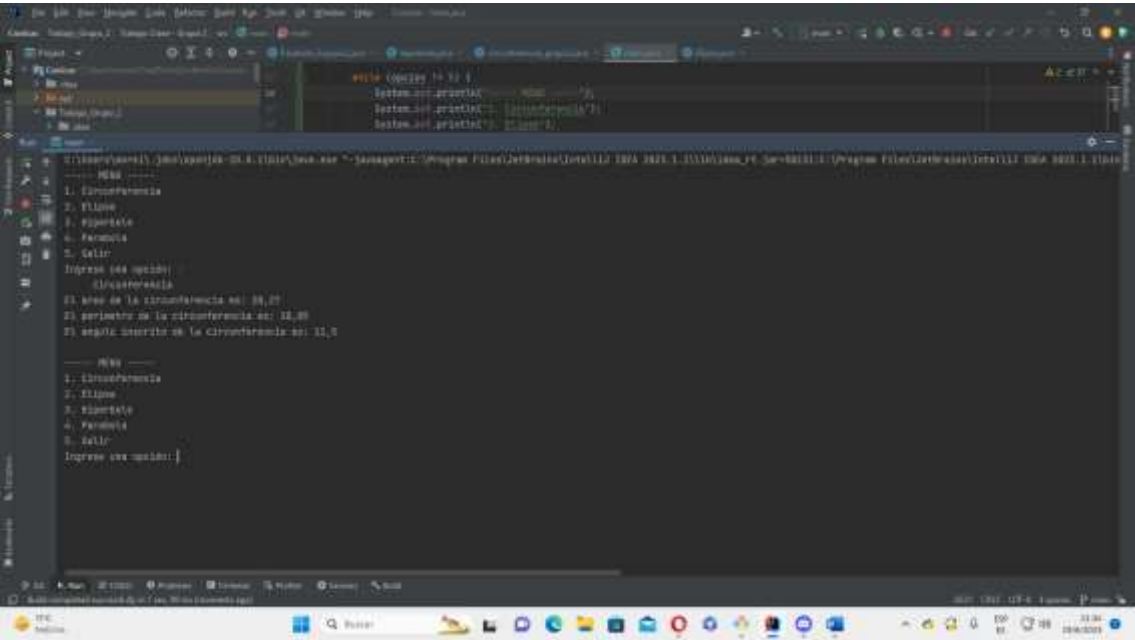
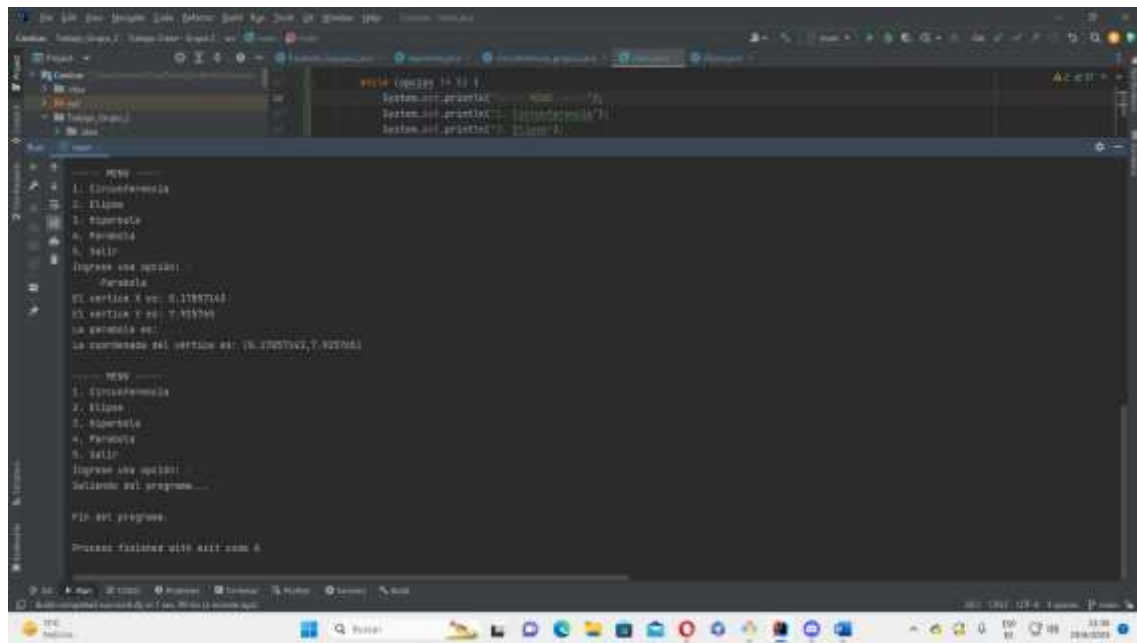


Capturas





The screenshot shows a Visual Studio Code editor with a C++ file named `main.cpp`. The code defines a `Parabola` struct with `x` and `y` coordinates and a `Print` method. It also includes a `Menu` function that lists options: 1. EliminaParabola, 2. Elim, 3. AgregaParabola, 4. Parabola, 5. Salir. The `main` function calls `Menu` and then enters a loop where it reads a choice and calls `Parabola::Print` with the provided coordinates.

```
#include <iostream>
using namespace std;

struct Parabola {
    double x;
    double y;
};

void Parabola::Print() const {
    cout << "x: " << x << " y: " << y << endl;
}

void Menu() {
    cout << "Menu:" << endl;
    cout << "1. EliminaParabola" << endl;
    cout << "2. Elim" << endl;
    cout << "3. AgregaParabola" << endl;
    cout << "4. Parabola" << endl;
    cout << "5. Salir" << endl;
}

int main() {
    Menu();
    int choice;
    while (true) {
        cout << "Ingrese una opcion: " << endl;
        choice = getche();
        switch (choice) {
            case '1':
                Parabola p1(1, 2);
                p1.Print();
                break;
            case '2':
                break;
            case '3':
                Parabola p2(3, 4);
                p2.Print();
                break;
            case '4':
                Parabola p3(5, 6);
                p3.Print();
                break;
            case '5':
                return 0;
            default:
                break;
        }
    }
}
```

The console output shows the menu being displayed and the program running successfully. The output is as follows:

```
Menu:
1. EliminaParabola
2. Elim
3. AgregaParabola
4. Parabola
5. Salir
Ingrese una opcion:
Parabola
x: 1 y: 2
x: 3 y: 4
x: 5 y: 6
El programa se ejecuto correctamente.
Presione cualquier tecla para continuar...
```

Link: <https://github.com/Alejandro-Moreira/Package.git>