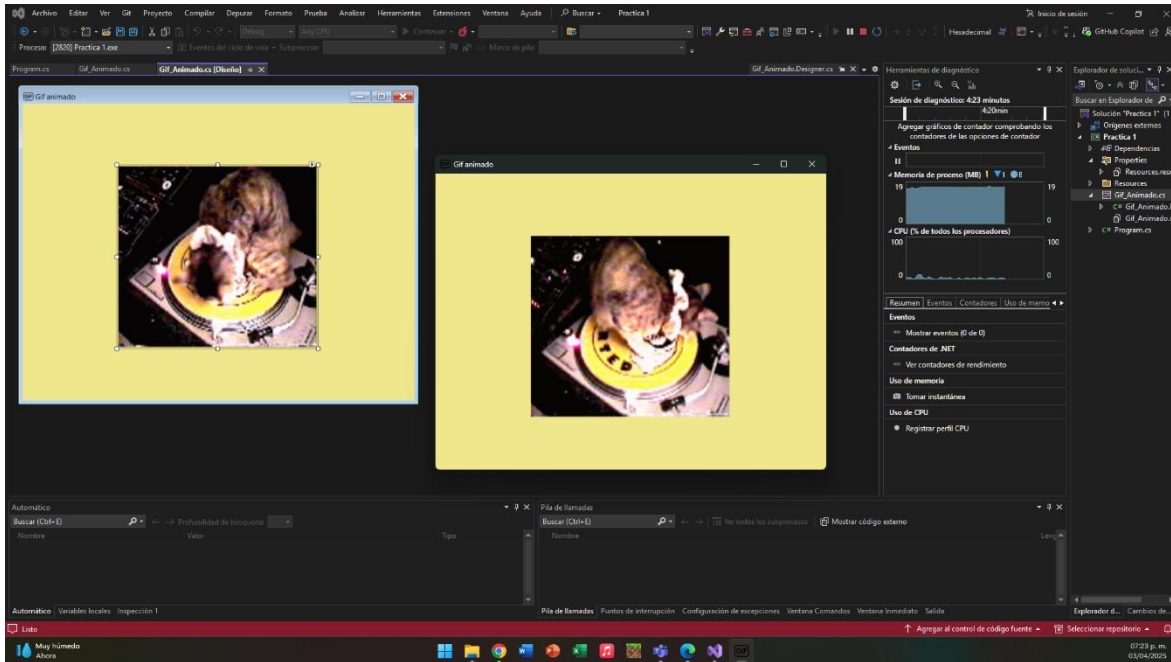
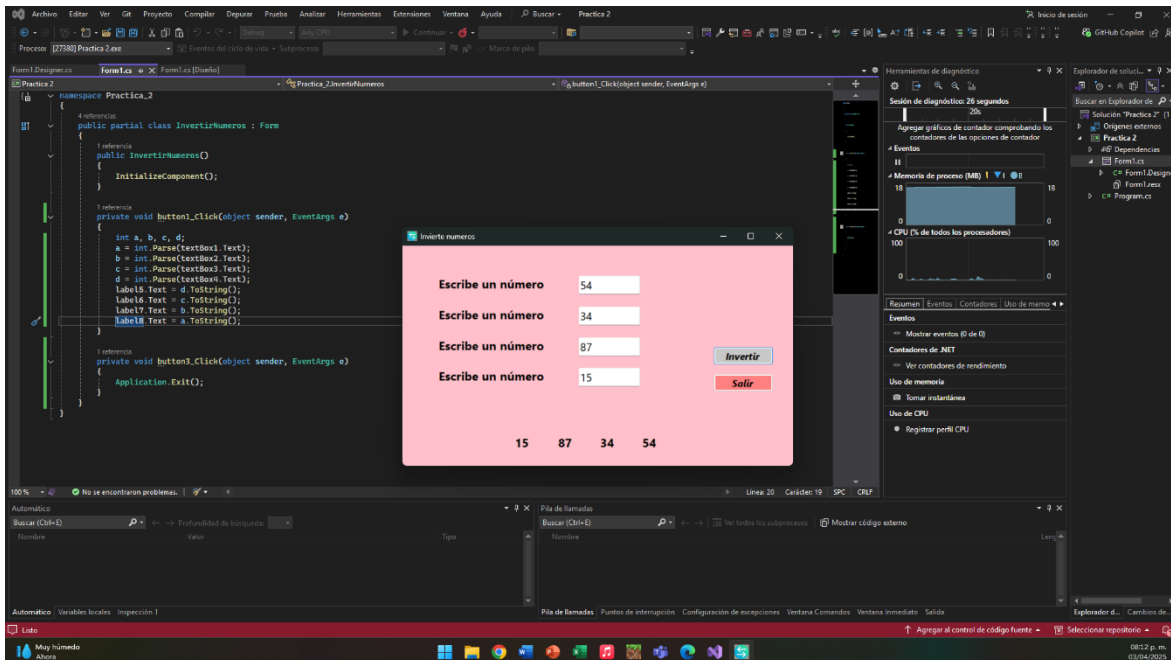


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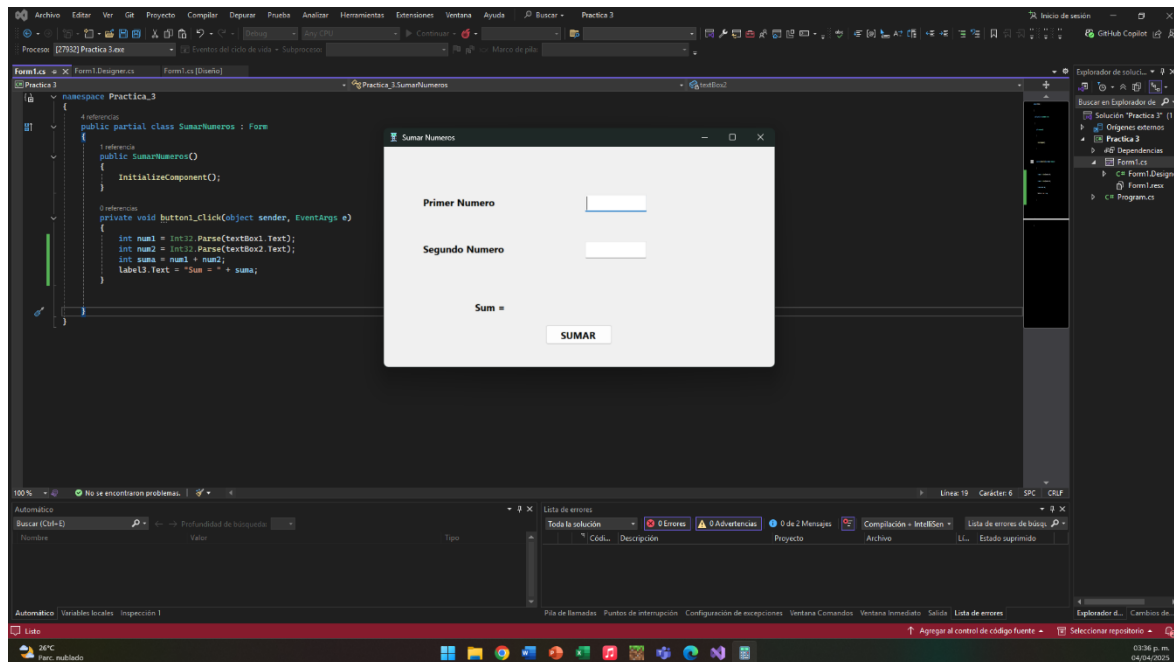
Practica 1



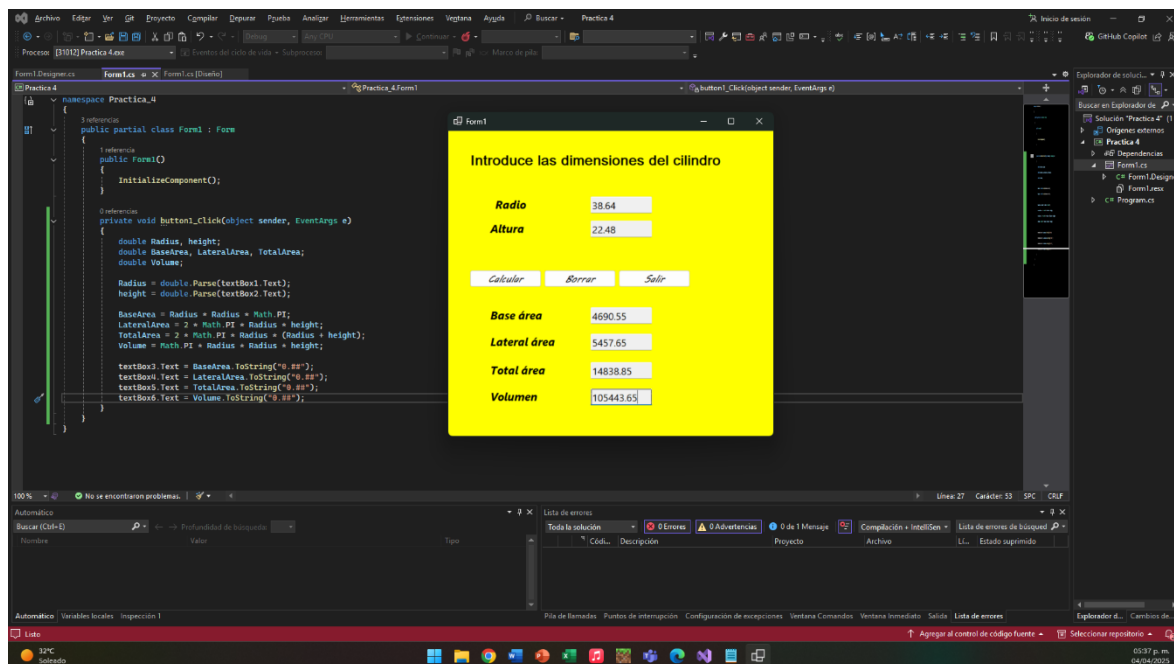
Practica 2



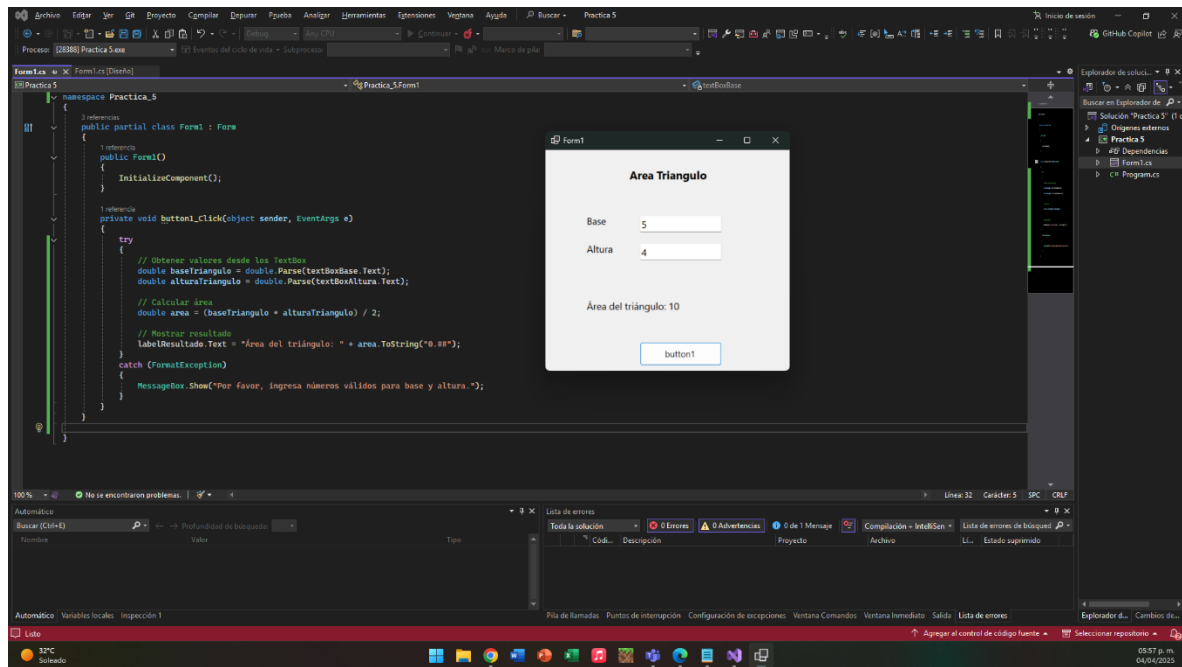
Practica 3



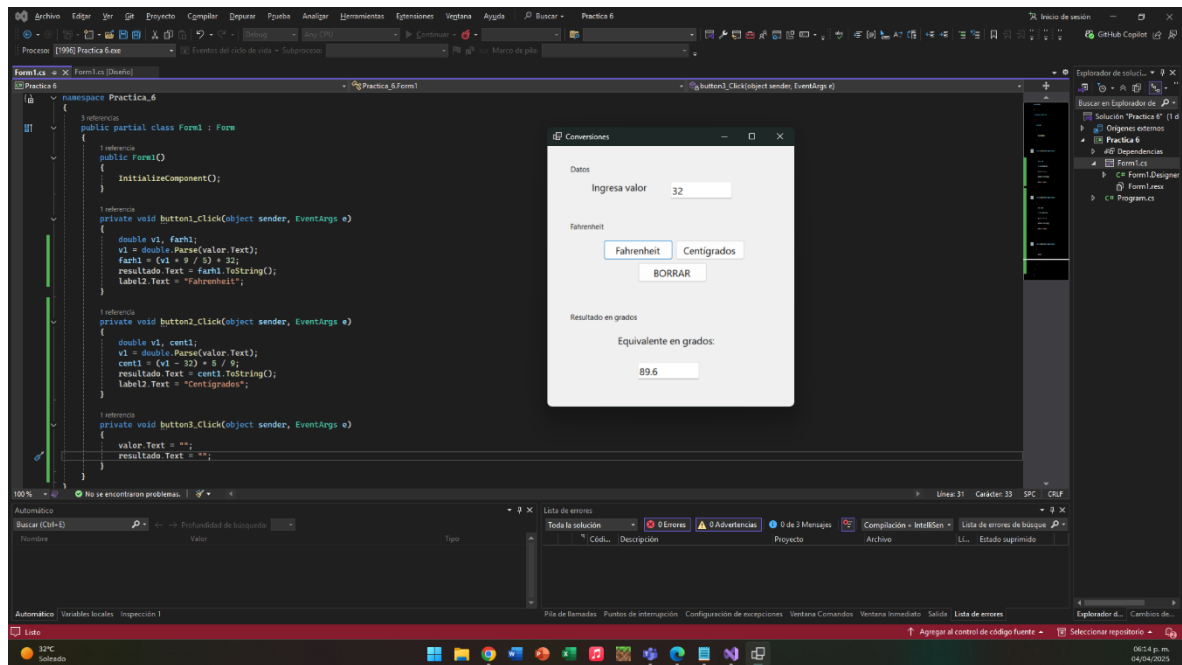
Practica 4



Practica 5

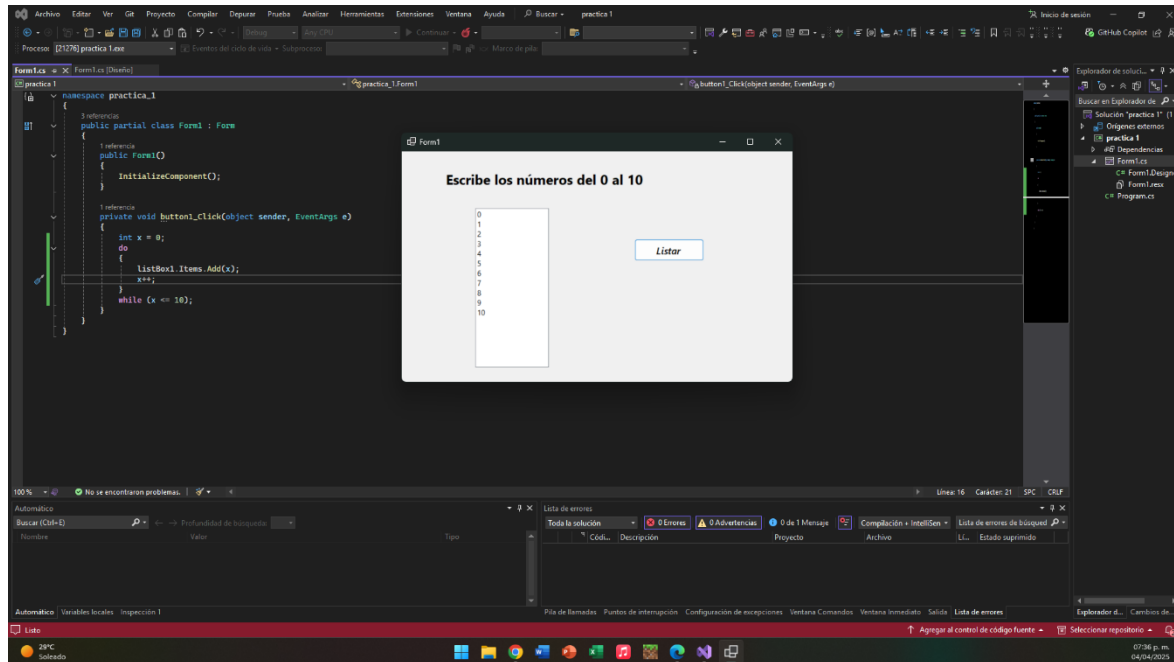


Practica 6

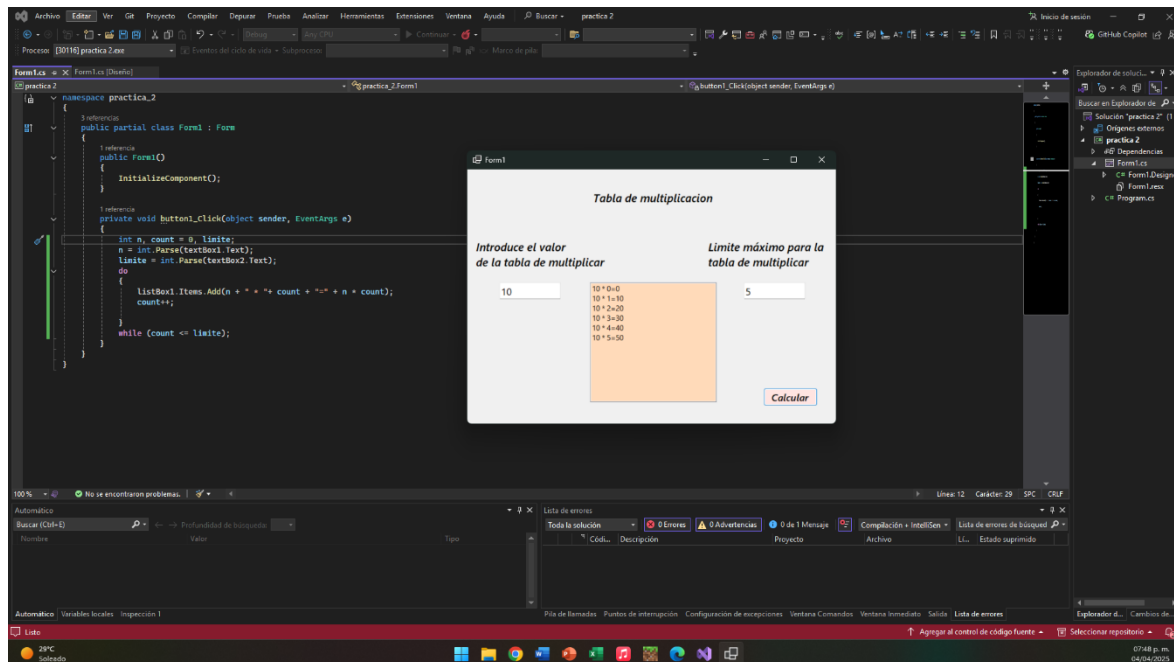


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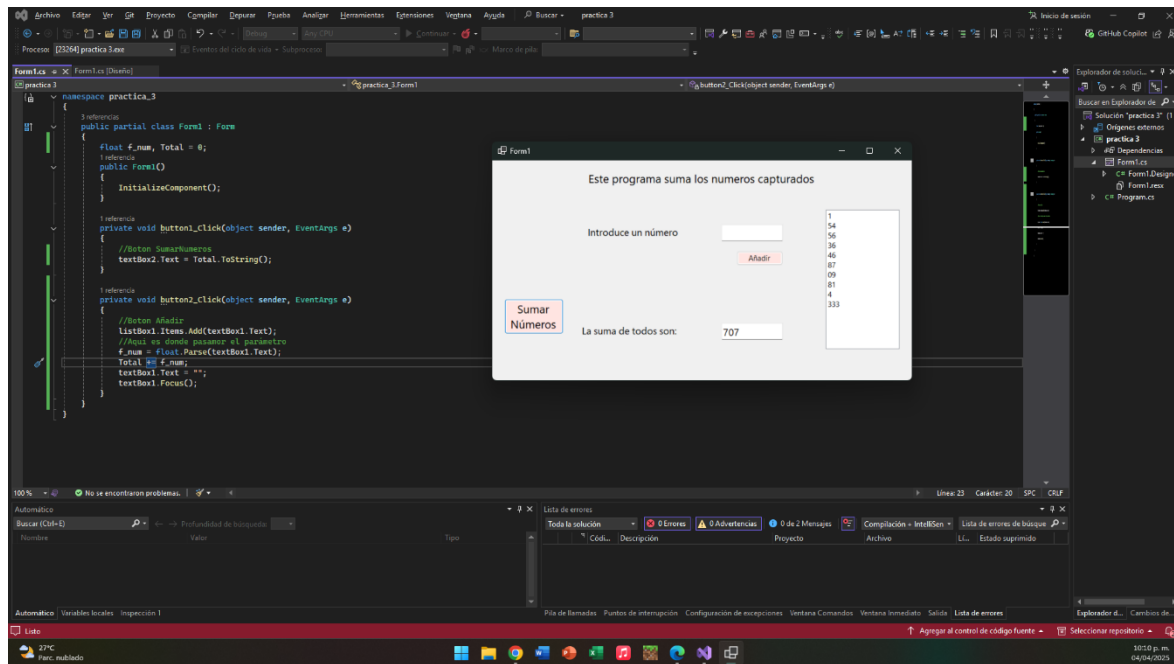
Practica 1



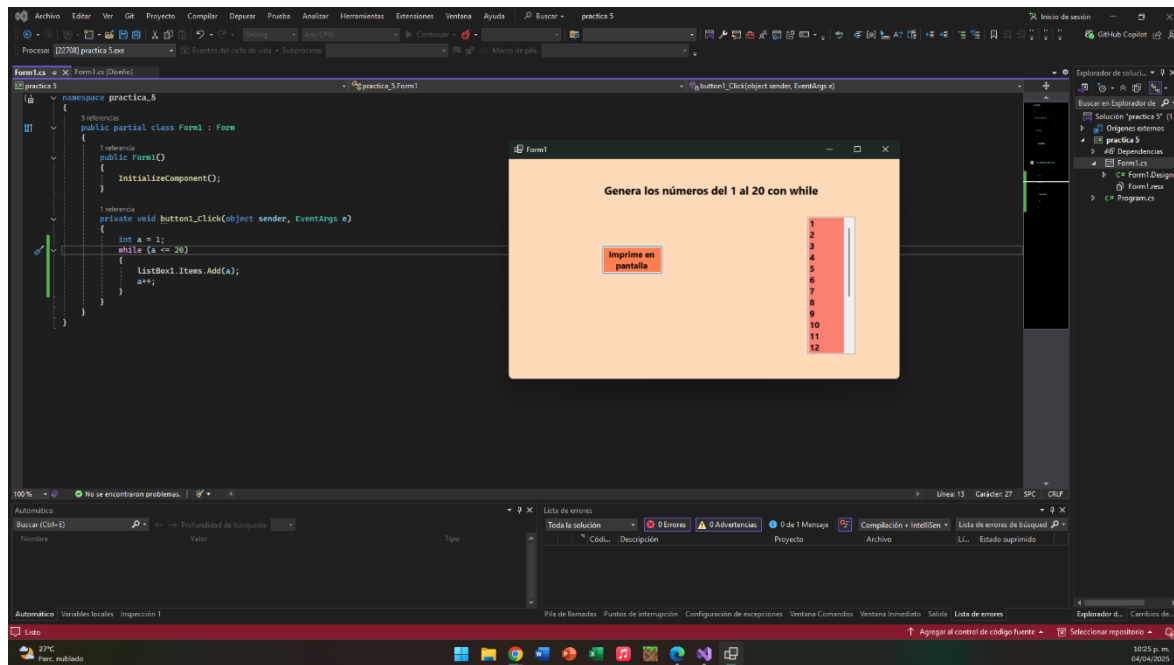
Practica 2



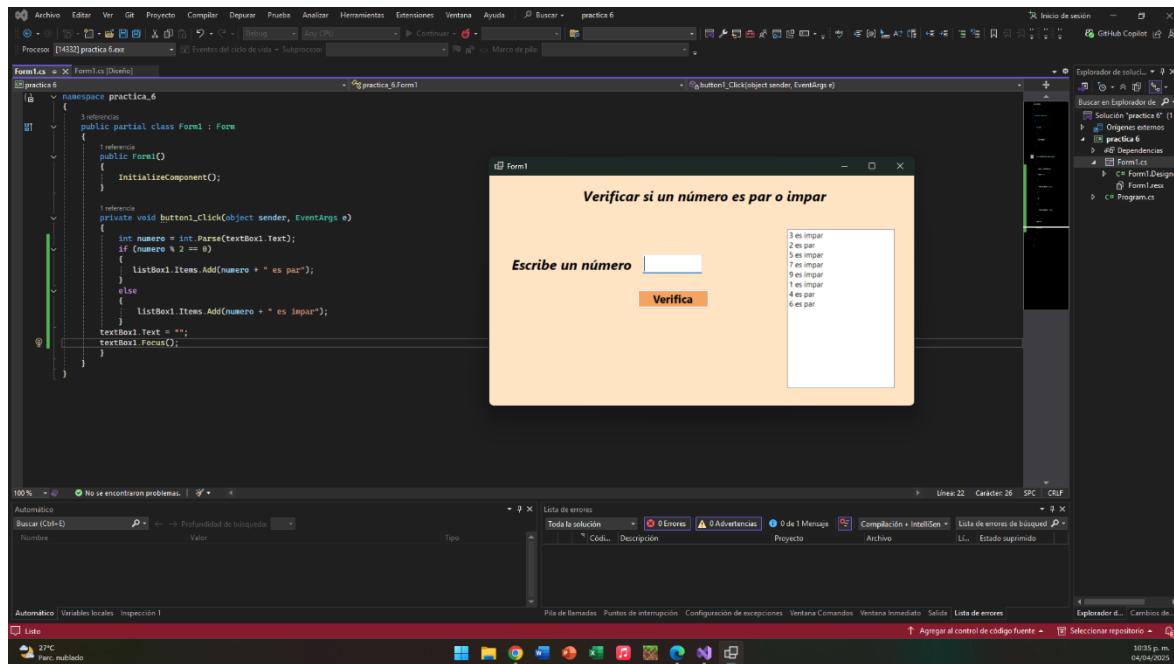
Practica 3



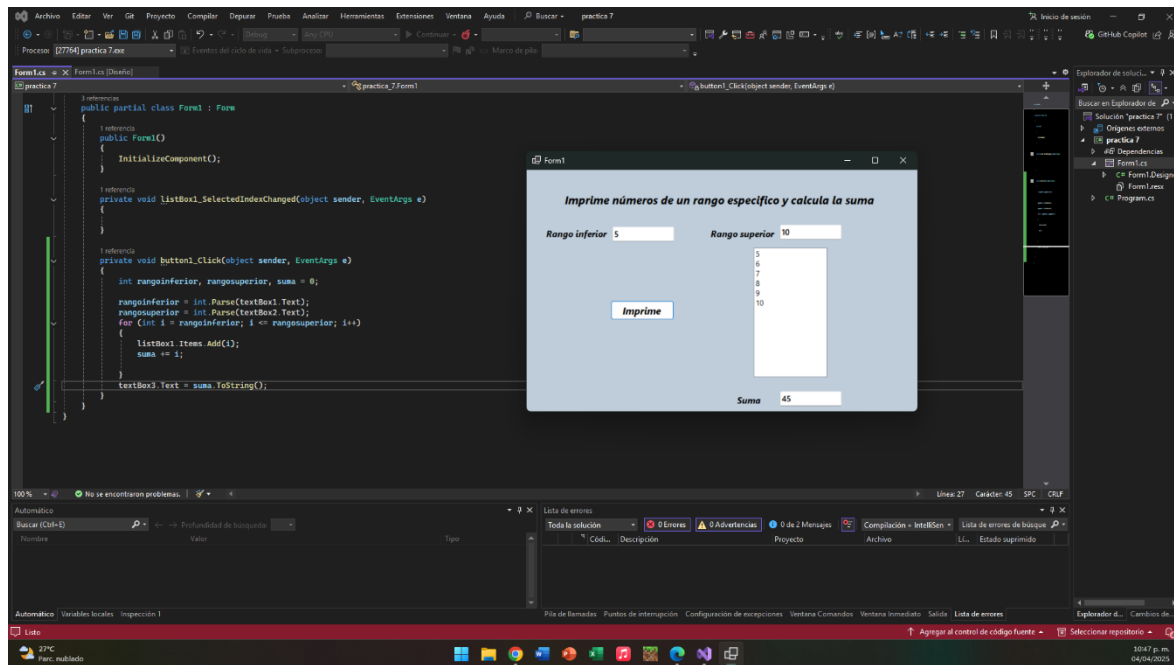
Practica 5



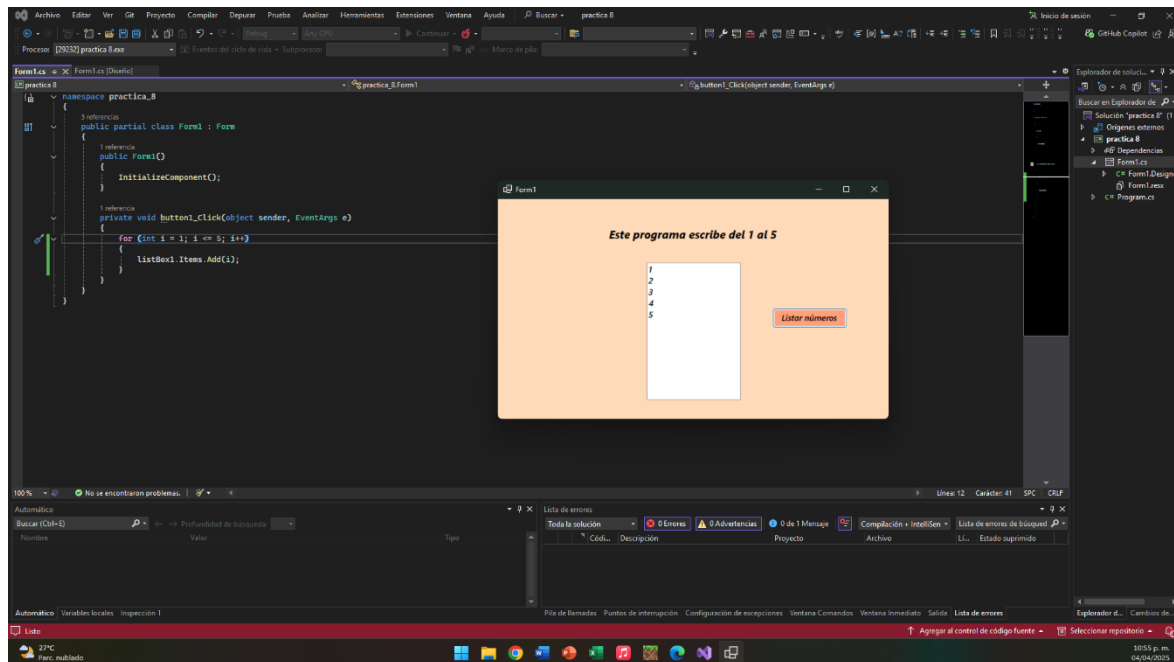
Practica 6



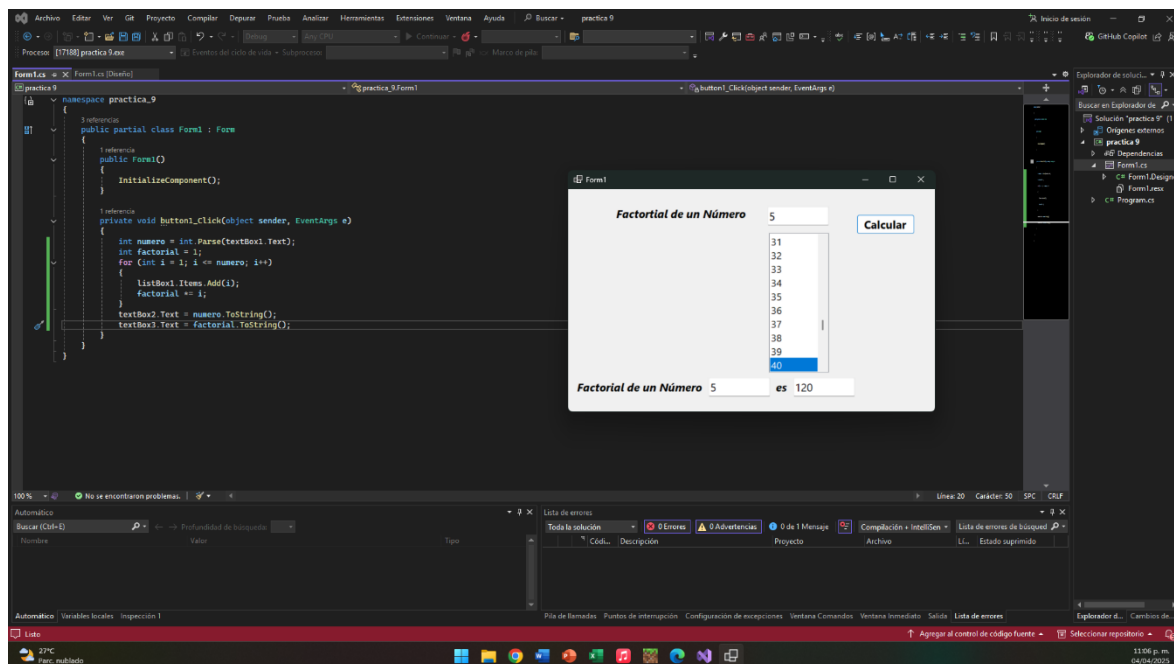
Practica 7



Practica 8



Practica 9



Practica 10

Visual Studio interface showing the implementation of Practica 10. The code defines a partial class `Form1` with a button click event that calculates powers of numbers 1 to 10 and displays them in a table.

```

namespace practica_10
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }

        private void button1_Click(object sender, EventArgs e)
        {
            int i, cua, cub, zeta;
            for (i = 1; i <= 10; i++)
            {
                cua = i * i;
                cub = i * i * i;
                zeta = cua + cub;
                listBox1.Items.Add(i);
                listBox2.Items.Add(cua);
                listBox3.Items.Add(cub);
                listBox4.Items.Add(zeta);
            }
        }
    }
}

```

The UI shows a window titled "Form1" with a title bar and a content area containing a table with columns x , x^2 , x^3 , and Z . A button labeled "button1" is at the bottom.

x	x^2	x^3	Z
1	1	1	2
2	4	8	12
3	9	27	36
4	16	64	80
5	25	125	150
6	36	216	252
7	49	343	392
8	64	512	576
9	81	729	810
10	100	1000	1100

Practica 11

Visual Studio interface showing the implementation of Practica 11. The code defines a partial class `Form1` with two button click events. The first event calculates the value of the function $f(x) = \frac{x}{1+x^2}$ for x values 4, 4, 4, 4, 4, 4, 5 and displays them in a table. The second event calls `Application.Exit()`.

```

private void button1_Click(object sender, EventArgs e)
{
    int x2 = 1;
    do
    {
        listBox1.Items.Add(x2);
        double fx = x2 / (1.0 + x2 * x2);
        listBox2.Items.Add(fx);
        x2++;
    } while (x2 <= 10);
}

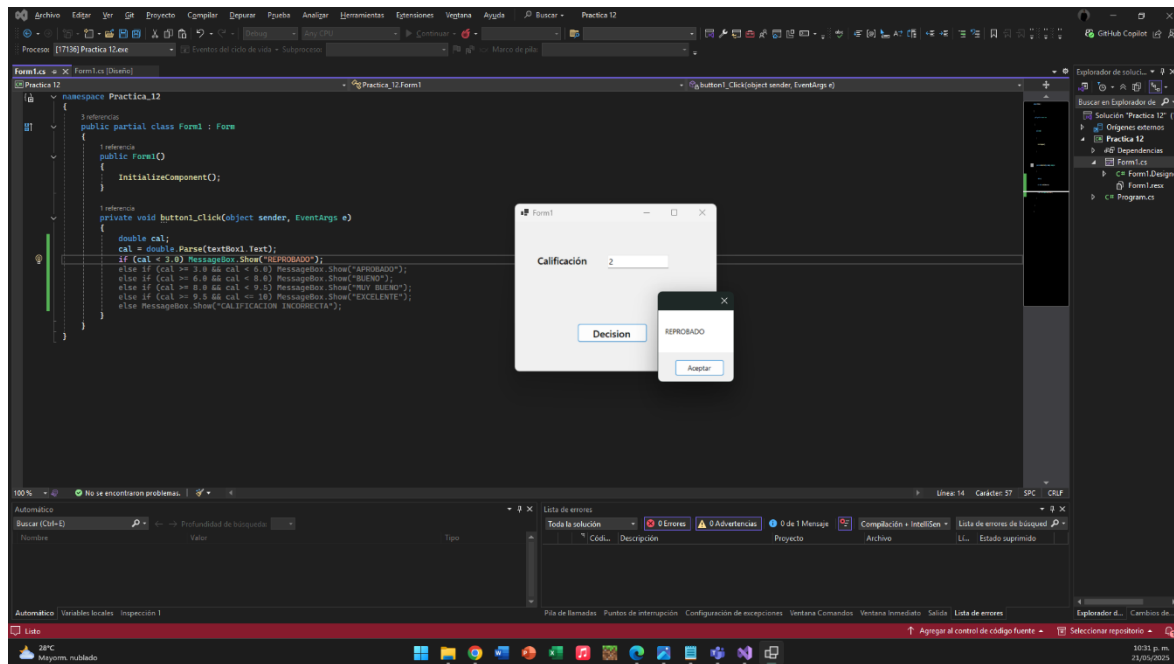
private void button2_Click(object sender, EventArgs e)
{
    Application.Exit();
}

```

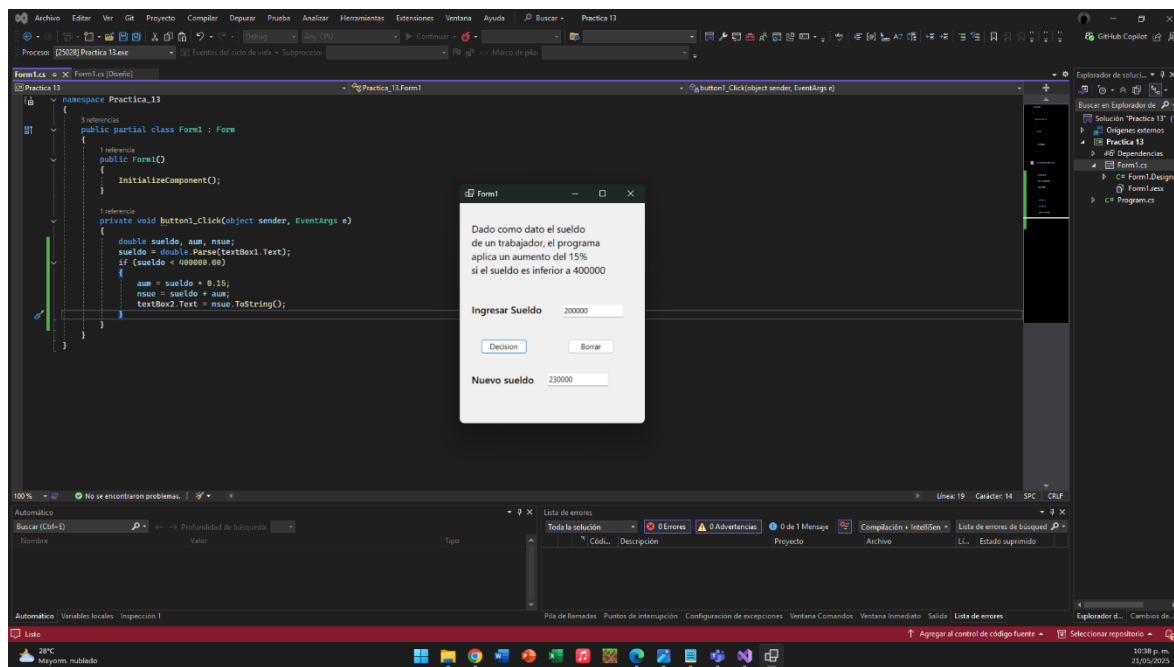
The UI shows a window titled "Form1" with a title bar and a content area containing a table with columns x and $f(x)$. A button labeled "button1" is at the bottom.

x	$f(x)$
4	0.1621621
4	0.1621621
4	0.1621621
4	0.1621621
4	0.14
4	0.14
5	0.14

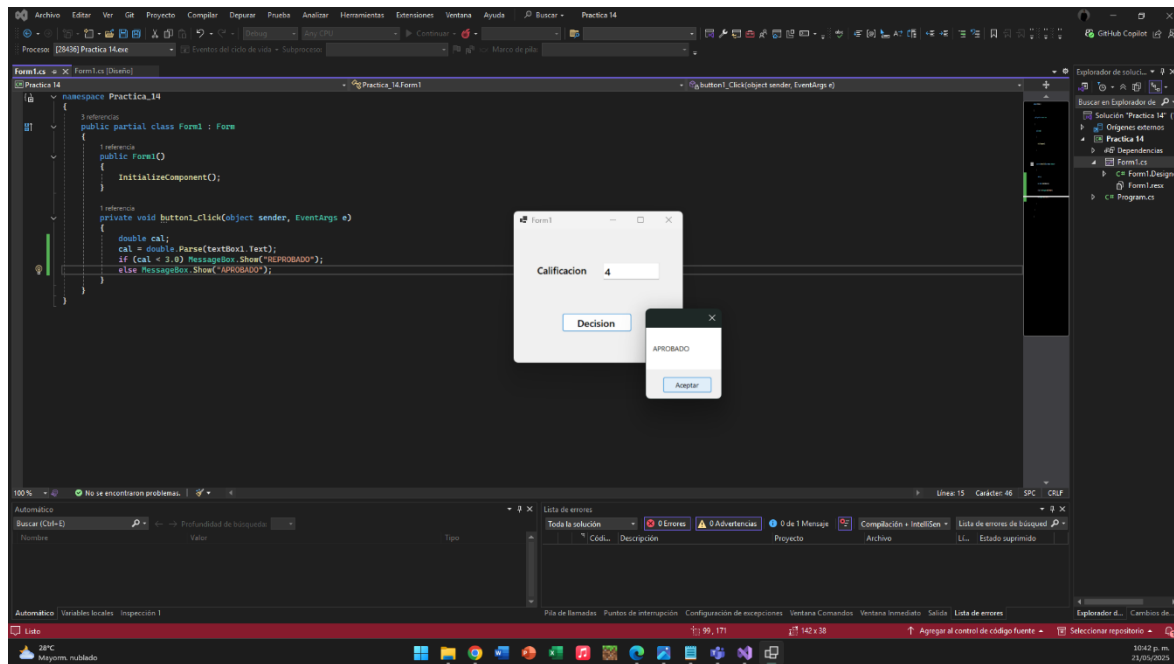
Practica 12



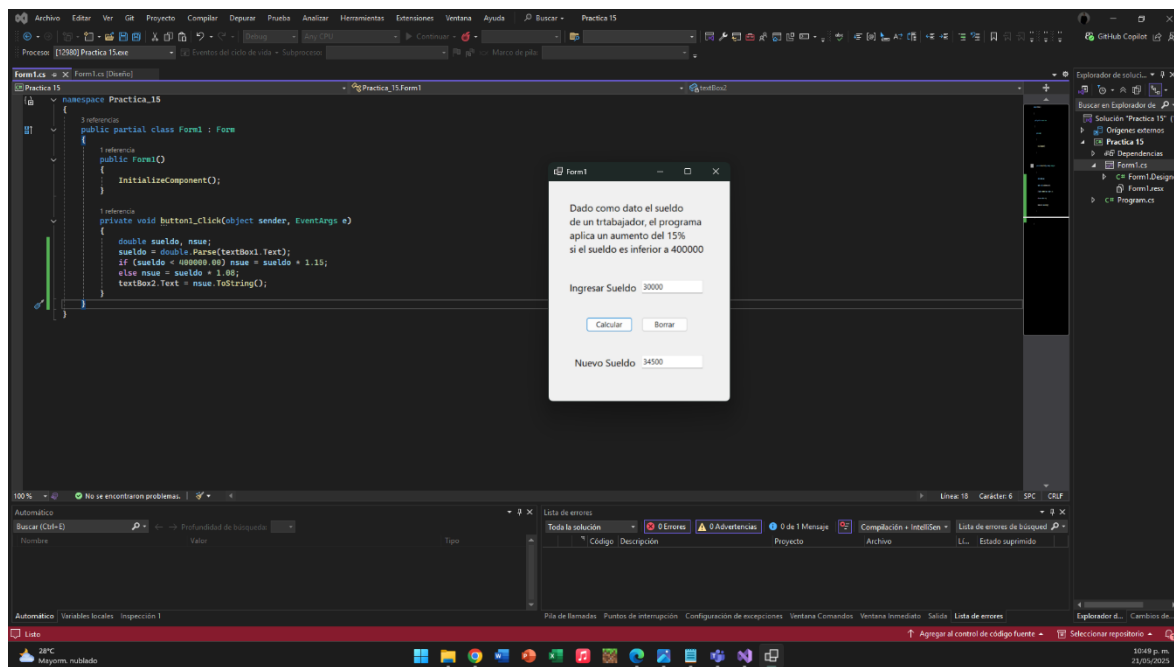
Practica 13



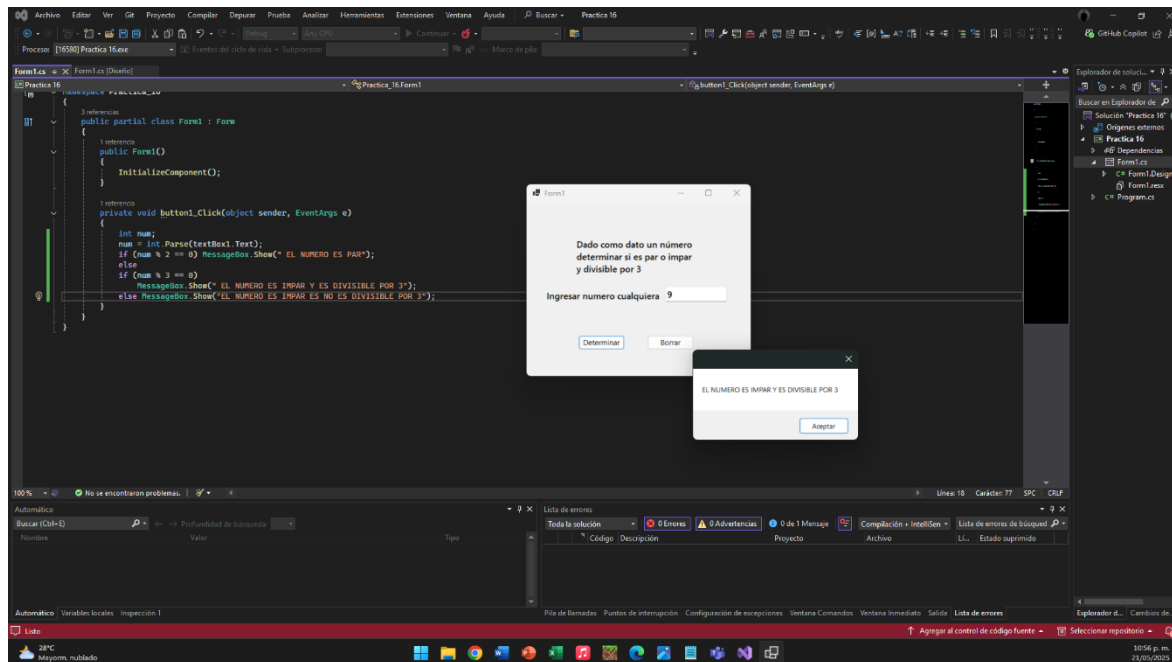
Practica 14



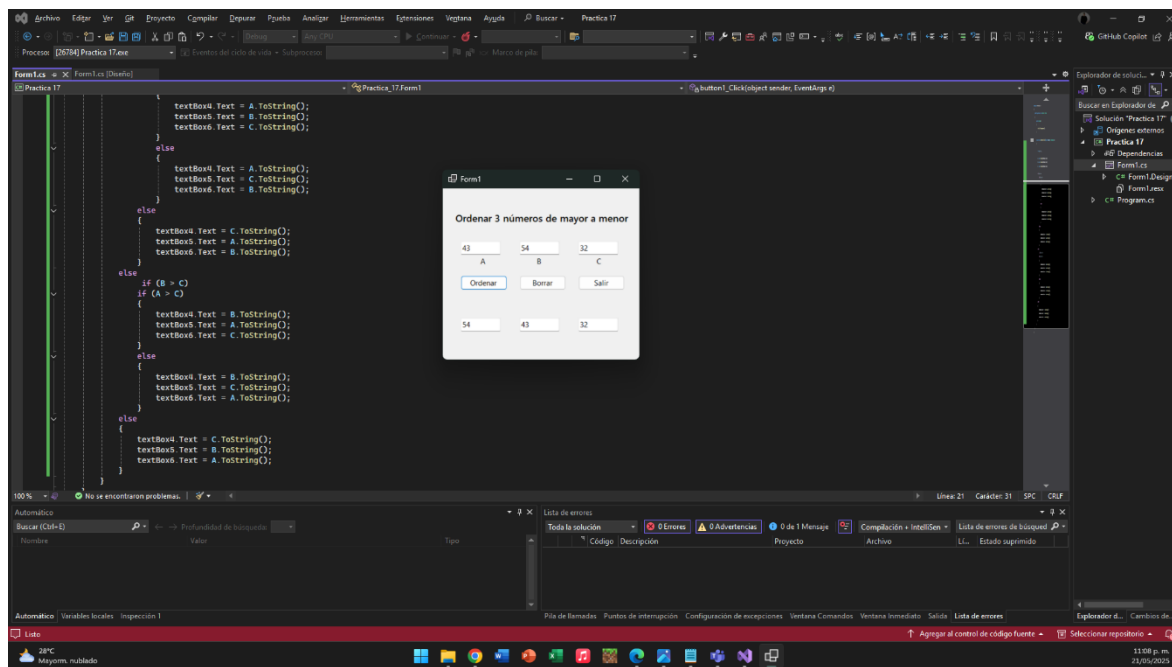
Practica 15



Practica 16



Practica 17



Practica 18

