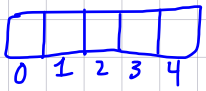
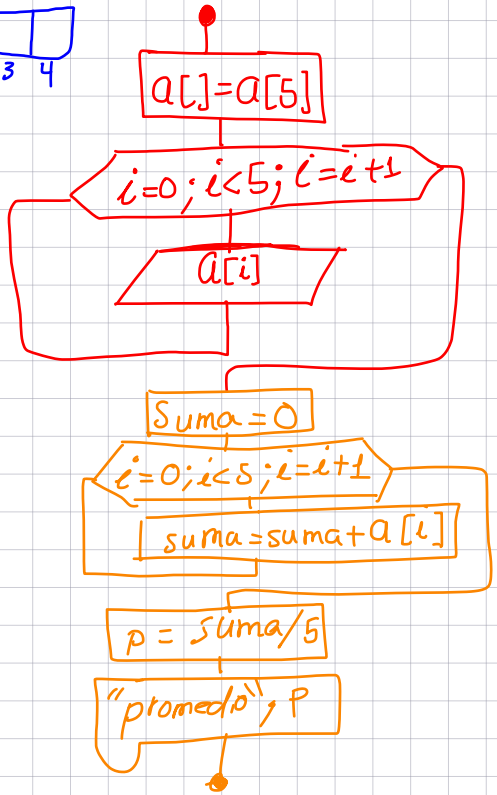
a[] = a[5]

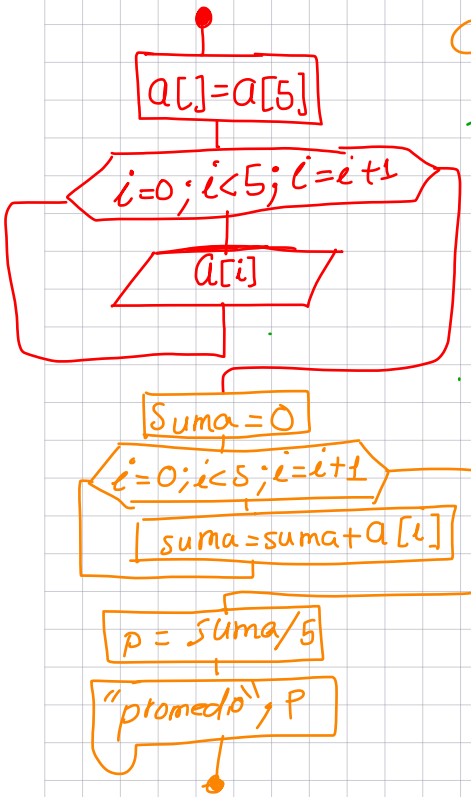


Promedio?

$$\frac{\sum_{i=0}^{n} a_i}{n}$$



i
0
1
2
3
4



a ⇒

8	9	3	7	11
0	1	2	3	4

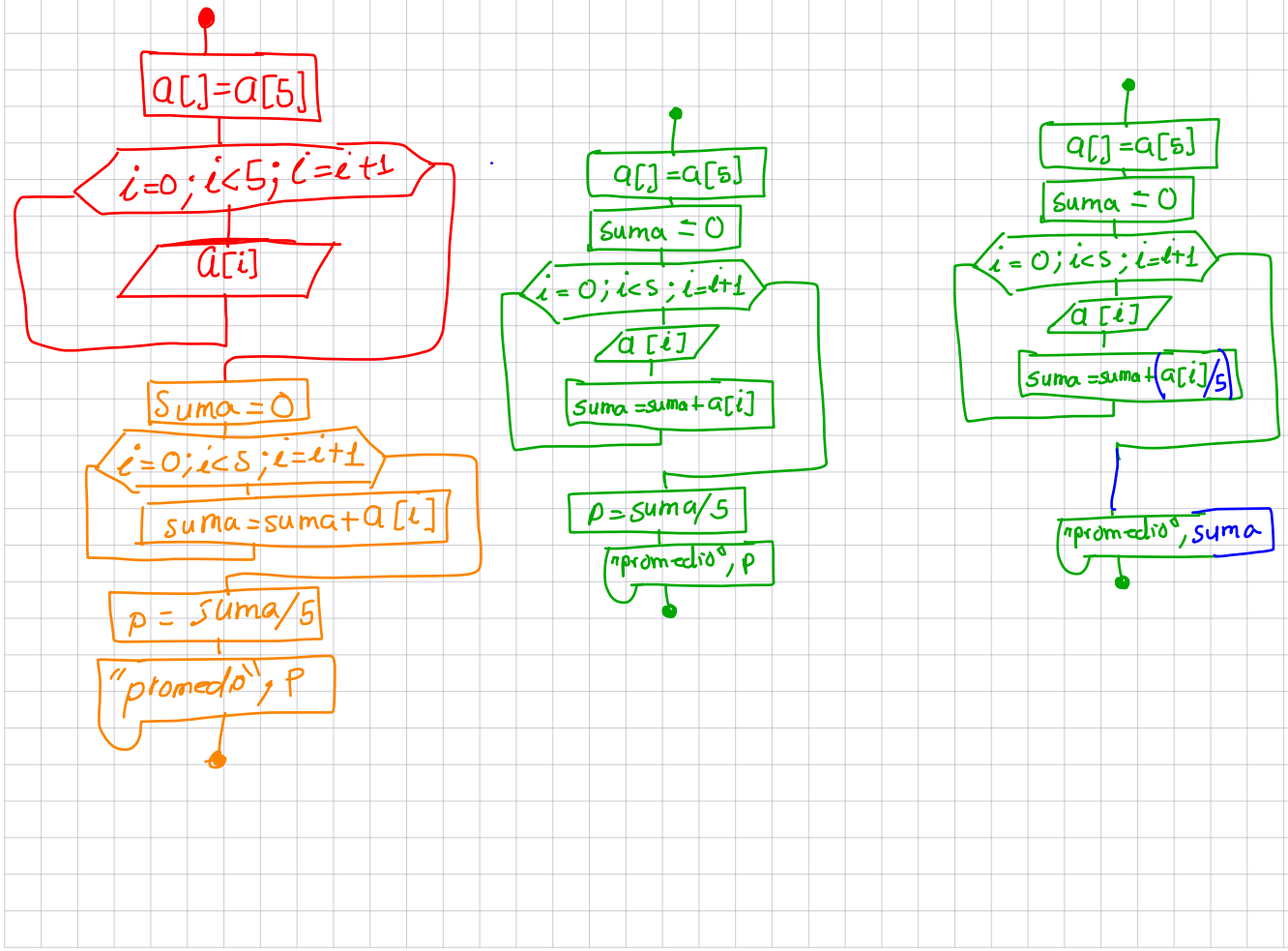
almacenar toda la información

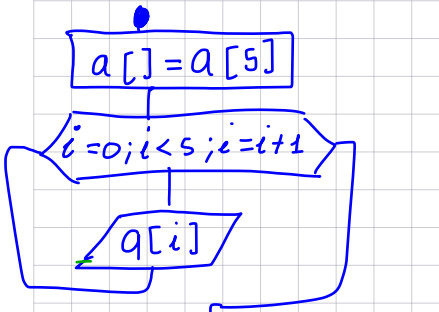
$p = suma/5$

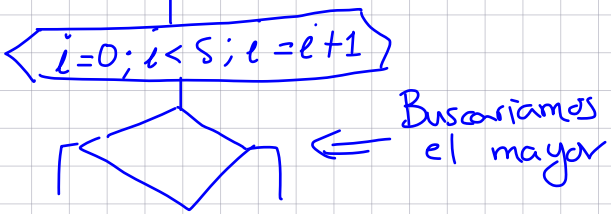
$p = 38/5$

$p = 7.6$

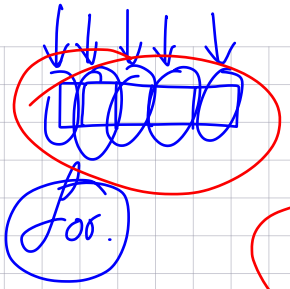
a					i	suma	Pantalla
0	1	2	3	4			
8	9	3	7	11			
					0	0	
					1	8	
					2	17	
					3	20	
					4	27	
					5	38	promedio 7.6


a[]=a[5]
i=0;i<5;i=i+1
a[i]
Suma=0
i=0;i<5;i=i+1
suma=suma+a[i]
p=suma/5
"promedio",p
a[]=a[5]
suma=0
i=0;i<5;i=i+1
a[i]
suma=suma+a[i]
p=suma/5
"promedio",p
a[]=a[5]
suma=0
i=0;i<5;i=i+1
a[i]
suma=suma+a[i]/5
"promedio",suma

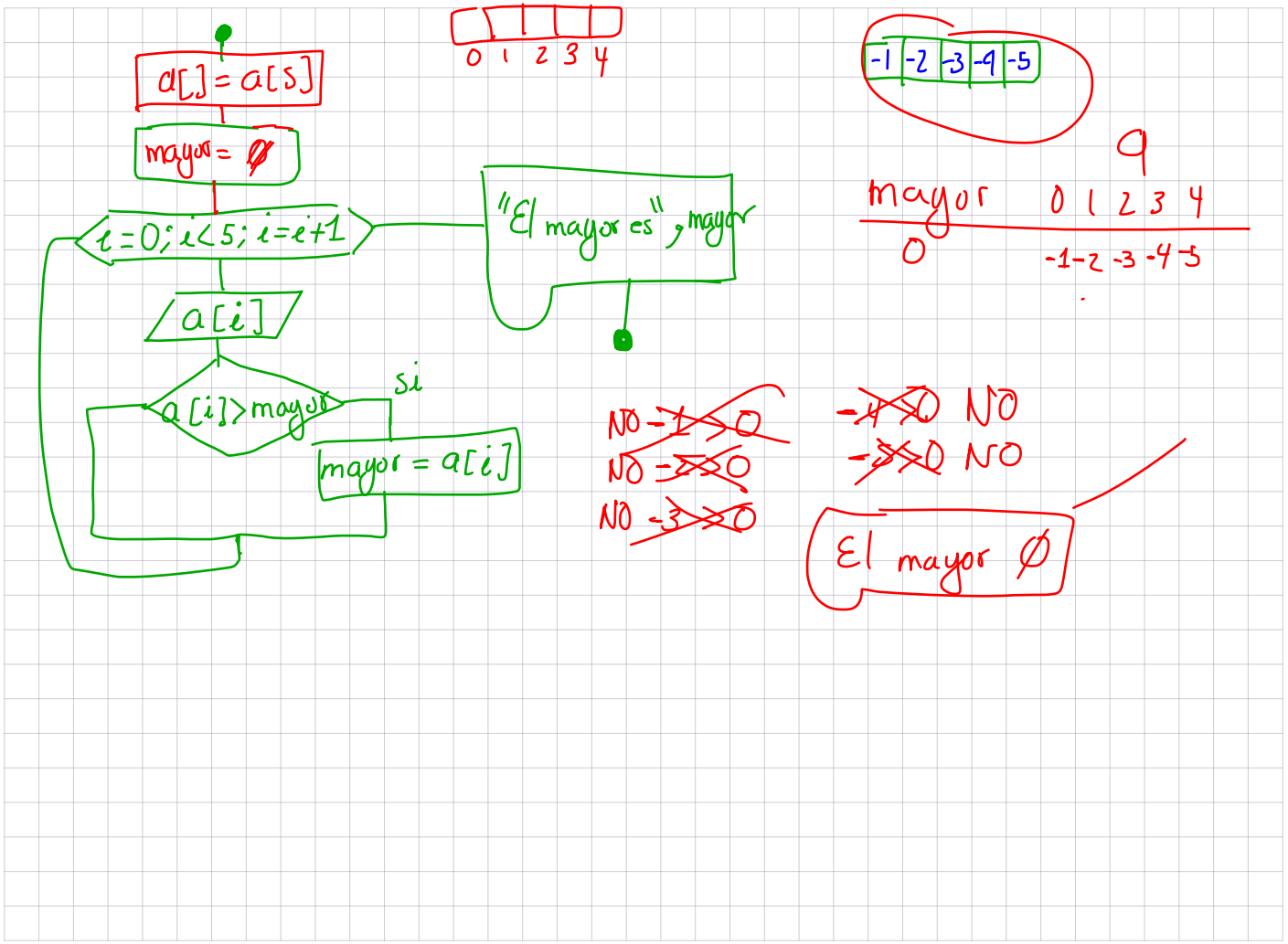


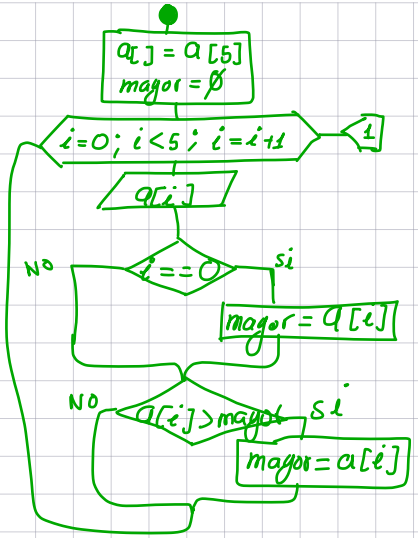


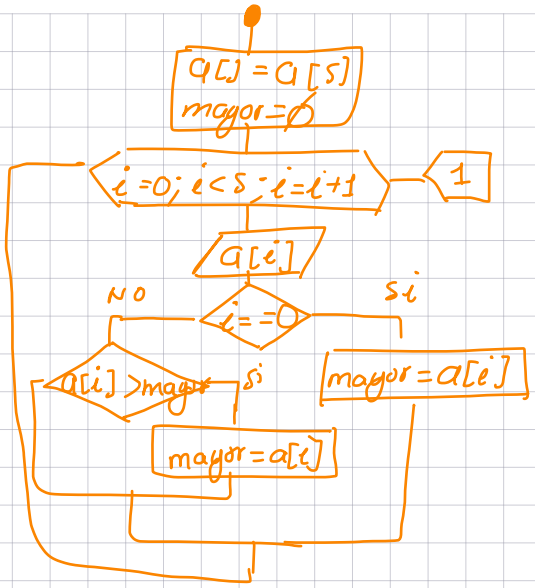
⟸ Buscariamos el mayor



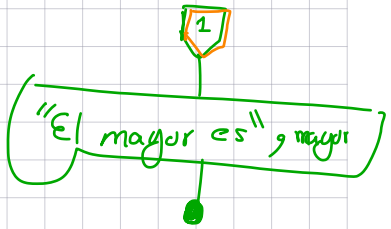
Vector — ciclo for

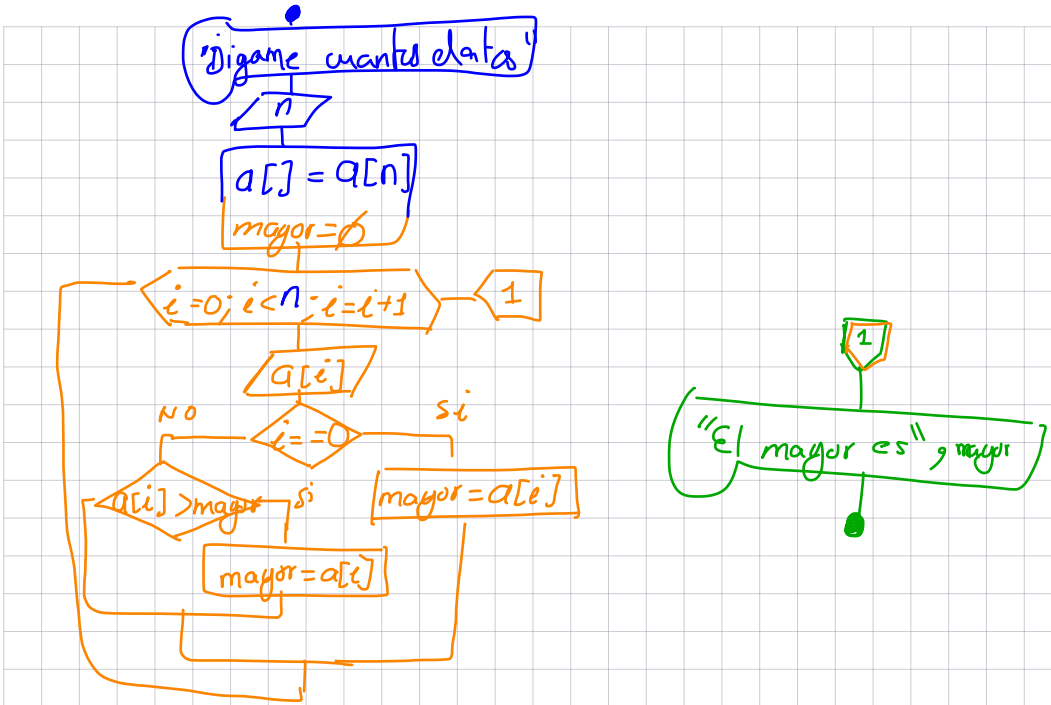

a[] = a[5]
mayor = ∅
i=0; i<5; i=i+1
a[i]
a[i]>mayor
si
mayor = a[i]
"El mayor es", mayor
0 1 2 3 4
-1 -2 -3 -9 -5
mayor
0
0 1 2 3 4
-1 -2 -3 -4 -5
NO
NO
NO
NO
NO
El mayor ∅



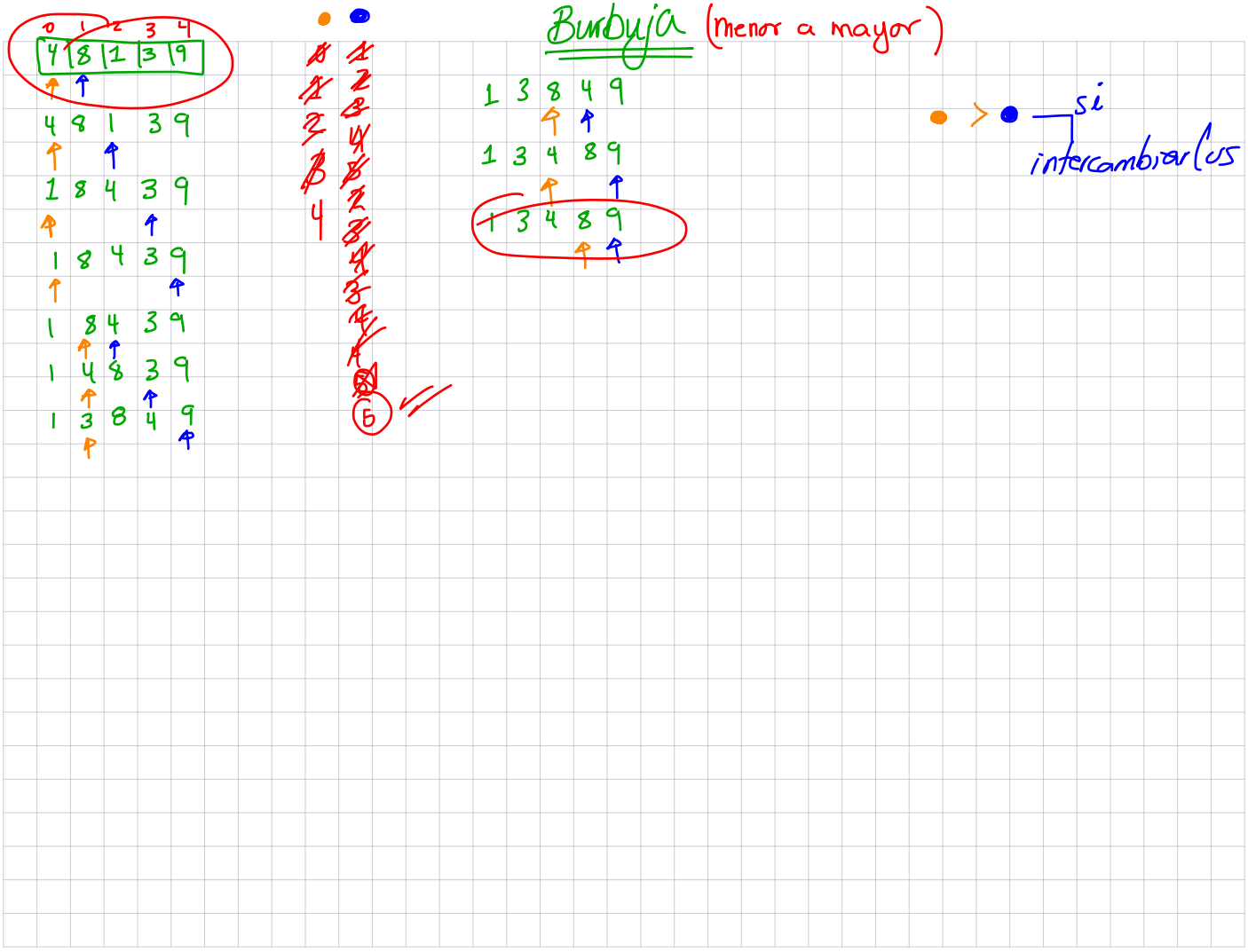


① Compararse entre ellos
② Identificar la primera comparación

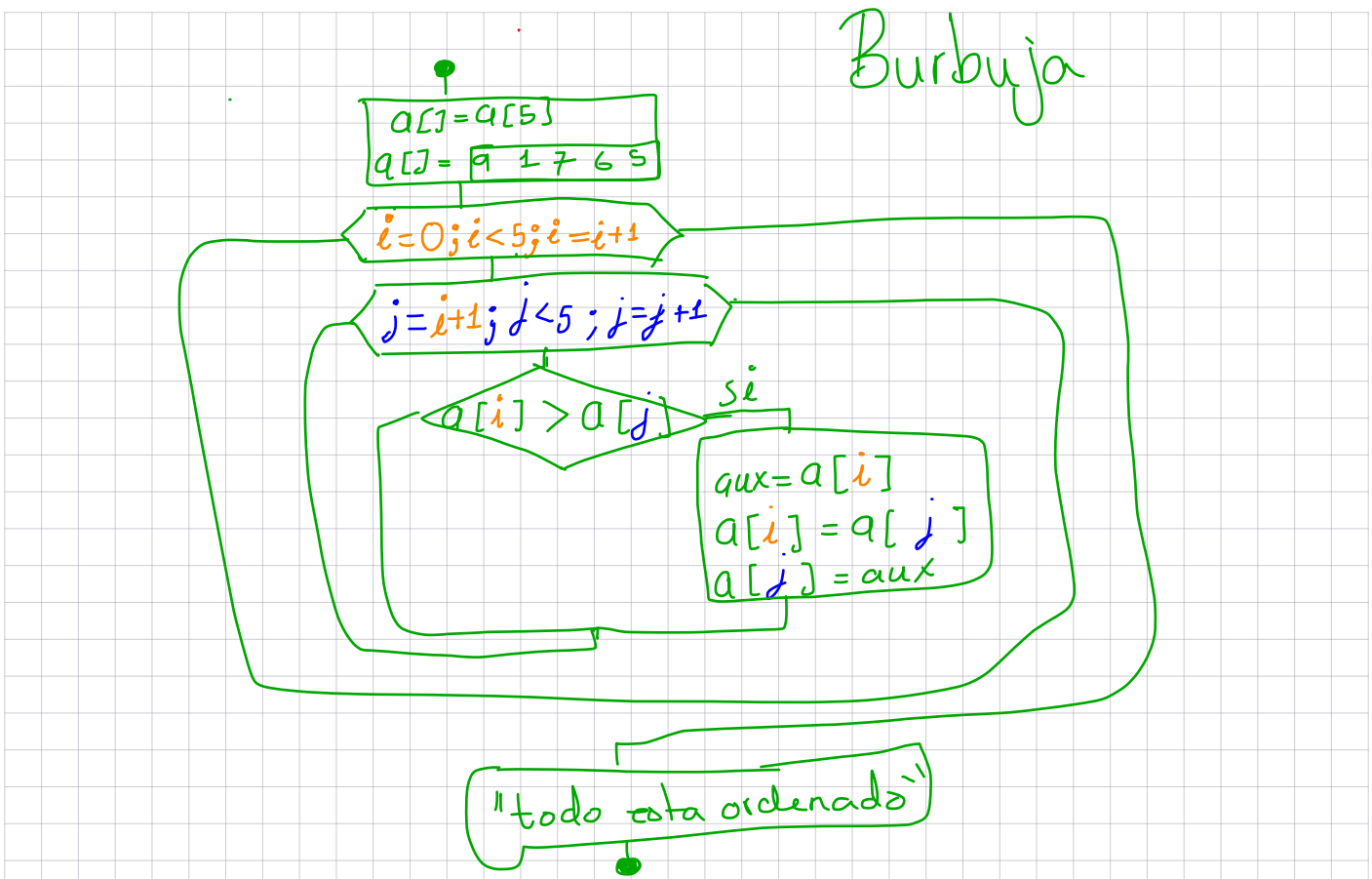


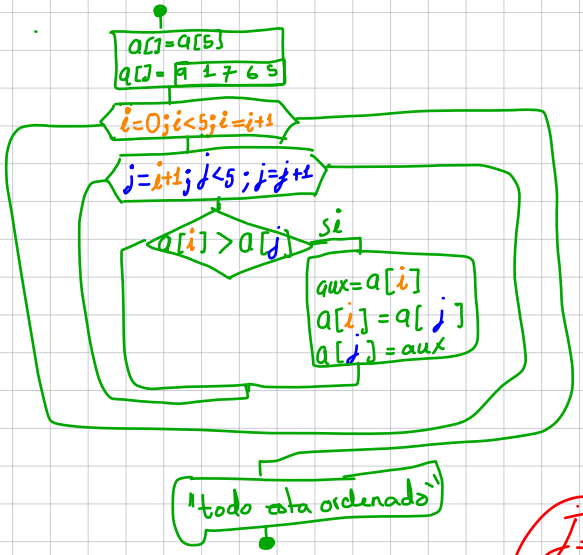

"Digame cuantos datos"
n
a[] = a[n]
mayor = 0
i=0; i<n; i=i+1
1
a[i]
NO
i==0
SI
a[i] > mayor
SI
mayor = a[i]
mayor = a[i]

1
"El mayor es", mayor


Burbuja (menor a mayor)
0 1 2 3 4
4 8 1 3 9
1 3 8 4 9
1 3 4 8 9
1 3 4 8 9
si
intercambiarlos

Burbuja


a[1]=a[5]
a[] = 9 1 7 6 5
i=0; i<5; i=i+1
j=i+1; j<5; j=j+1
a[i] > a[j]
si
aux=a[i]
a[i]=a[j]
a[j]=aux
"todo esta ordenado"



i	j	a 0	1	2	3	4	aux
0	1	9	1	7	6	5	9
1	2	1	9	7	6	5	
2	3	1	5	7	6	9	
3	4	1	5	6	7	9	
4	5						

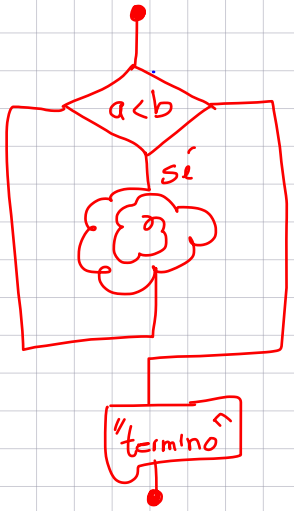
$a[3] > a[4]$

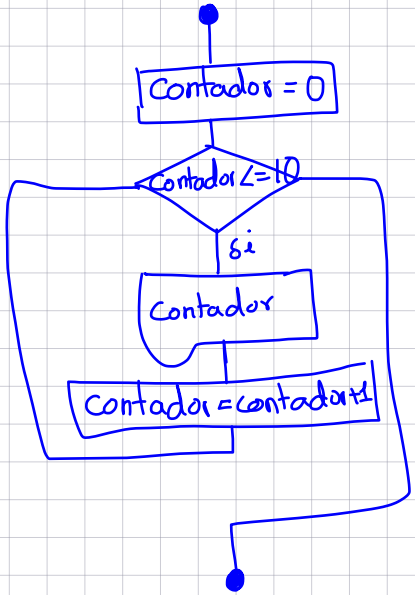
$9 > 7$

$j = 4 + 1$

$j = 5$

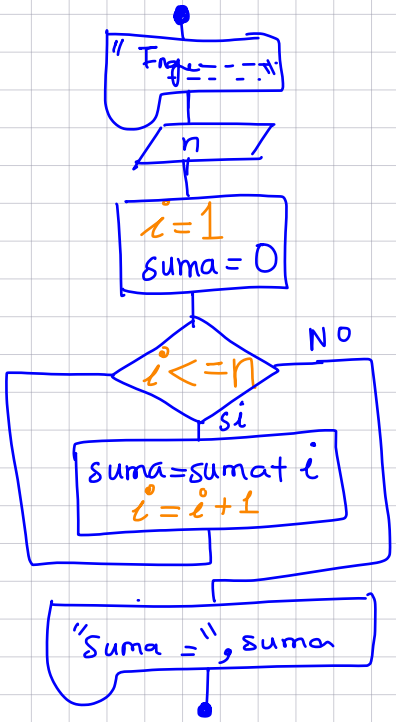
While Mientras





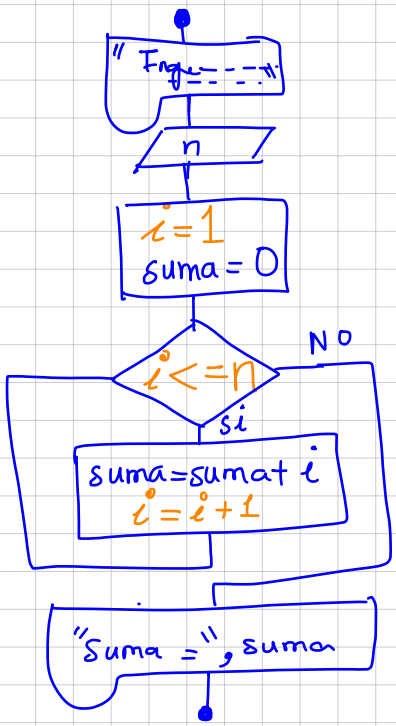
Contador	Pantalla
~~0~~	0
~~1~~	1
~~2~~	2
~~3~~	3
~~4~~	4
~~5~~	5
~~6~~	6
~~7~~	7
~~8~~	8
~~9~~	9
~~10~~	10
11	

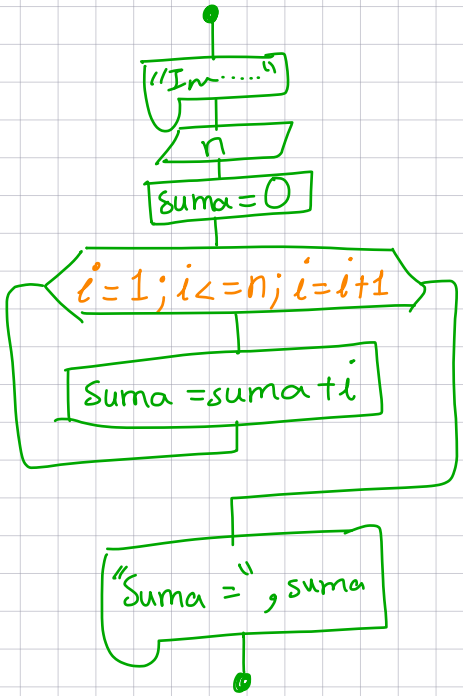
Suma de los n numeros naturales

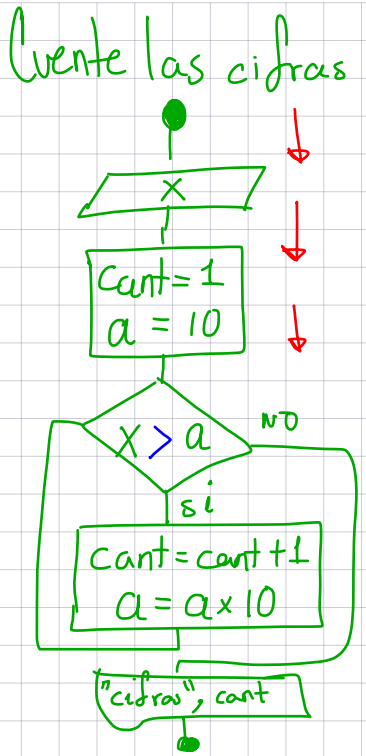


n	i	suma	Pantalla
4	1 2 3 4 5	0 1 3 6 10	Suma= 10

5 <= 4


"Ingrese ---:"
n
i=1
suma=0
i<=n
NO
si
suma=suma+i
i=i+1
"Suma =", suma

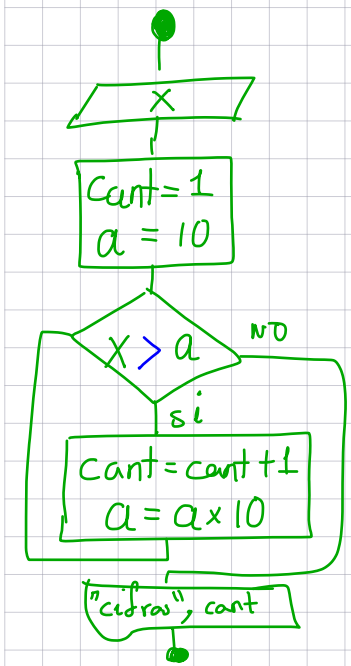

"Ingrese....."
n
suma=0
i=1; i<=n; i=i+1
Suma =suma+i
"Suma =", suma

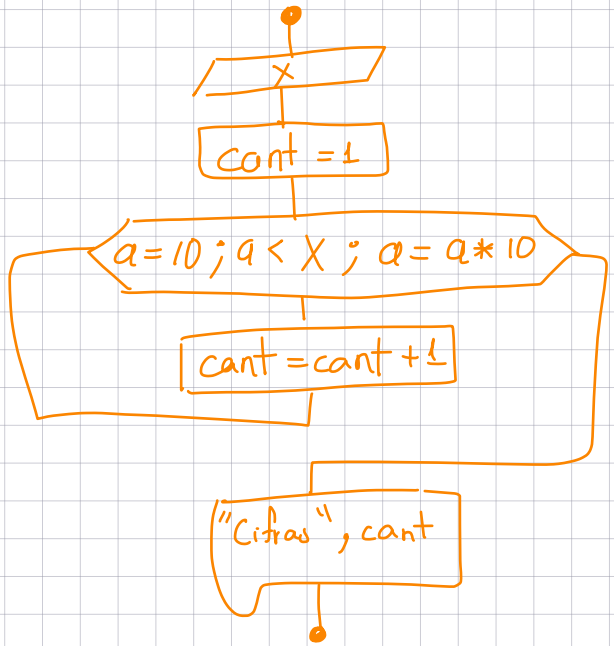


X	cant	a	Pantalla
300	~~1~~ ~~2~~ 3	~~10~~ ~~100~~ 1000	Cifras 3

X > a

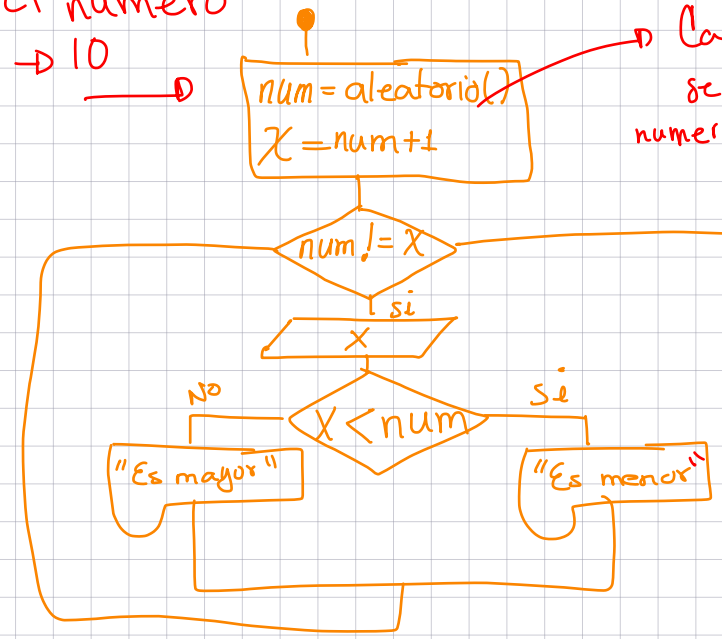
300 > 1000 NO


X
cant=1
a = 10
X > a
NO
si
cant=cant+1
a=a x 10
"cifras", cant


X
cont =1
a=10 ; a < X ; a= a*10
cant=cant+1
"Cifras", cant

Adivina el numero

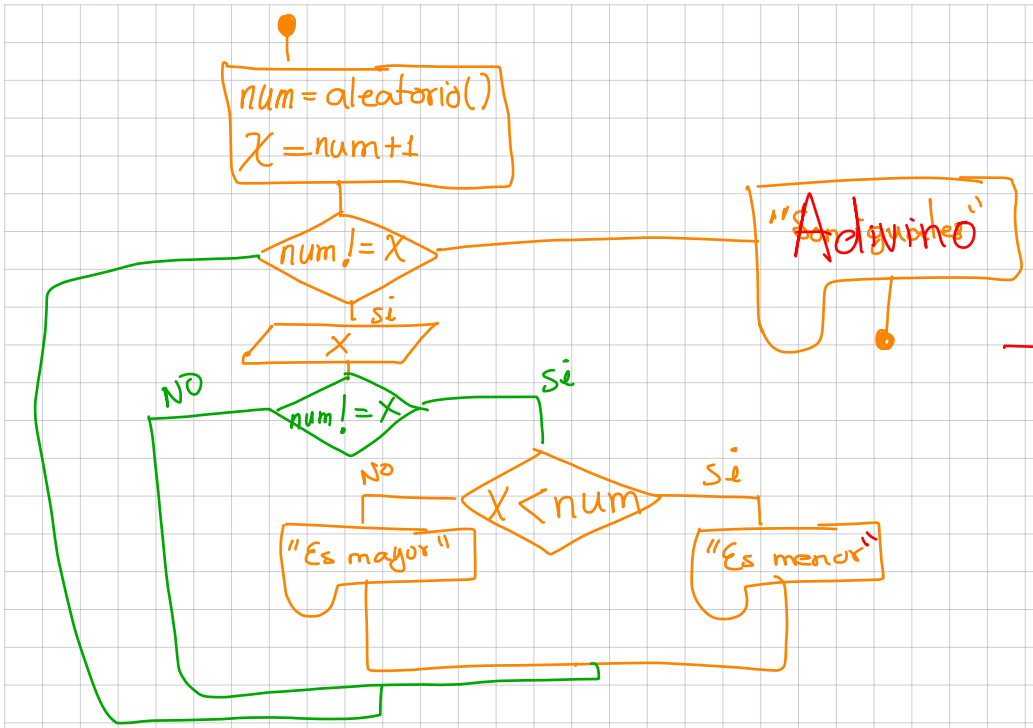
0 → 10



Cada vez que se corrgne dará un numero diferente [0 - 100]

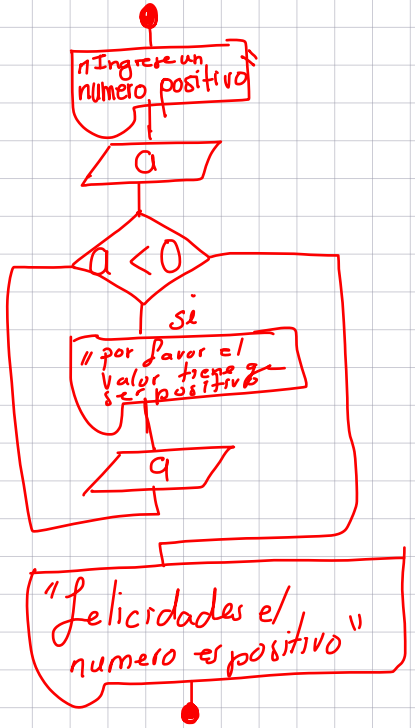
"Adivinó"

X	Pantalla
5	Es menor
8	Es mayor
6	Es menor
3	Es menor
7	Es mayor
.	Adivinó!



X	Pantalla
4	Es menor
6	Es mayor
5	Adivino

Validación


"Ingrese un numero positivo"
a
a < 0
Si
"por favor el valor tiene que ser positivo"
a
"Felicidades el numero es positivo"