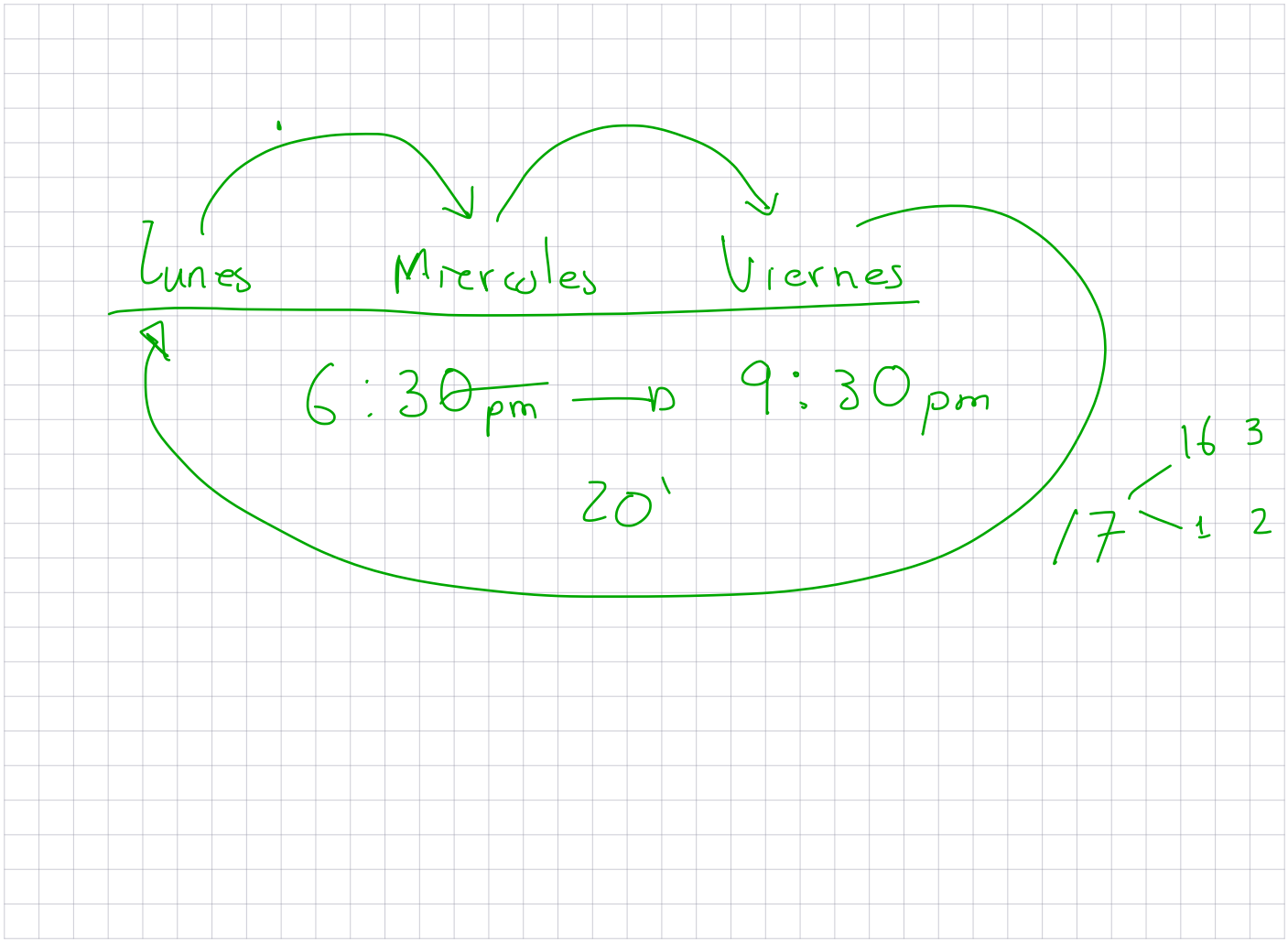

Lunes
Miercoles
Viernes
6:30pm
9:30pm
20'
16 3
17
1 2

Variables

a

ab a

edad

numeroDocumento

edad = 1098

numeroDocumento = "1098"

mes = "Enero"

edad = 20

edad = edad + 1

edad = (edad + 3) / (edad ÷ 3)

1º Reemplazar

Resolver

1 → multi
2 → divis.
3 → sumas
4 – Restas

edad = (edad + 3) / (edad ÷ 3)

edad = (21 + 3) / (21 ÷ 3)

24 / 7

edad = 3,42

Tabla de variables

edad
~~20~~
~~21~~
3,42

1 + 3 × 4 + 3 =>

4 × 4

16 – 3 = 13

1 + 12

13 – 3 = 10

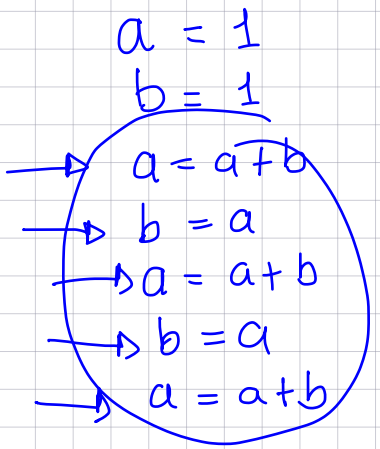
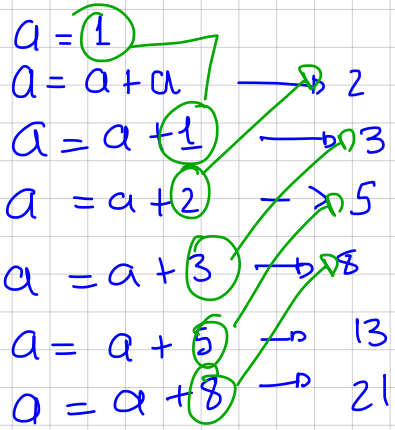


Tabla Variables

a	b
~~1~~	~~1~~
~~2~~	~~2~~
~~4~~	4
8	

a = 4+4

a = 8

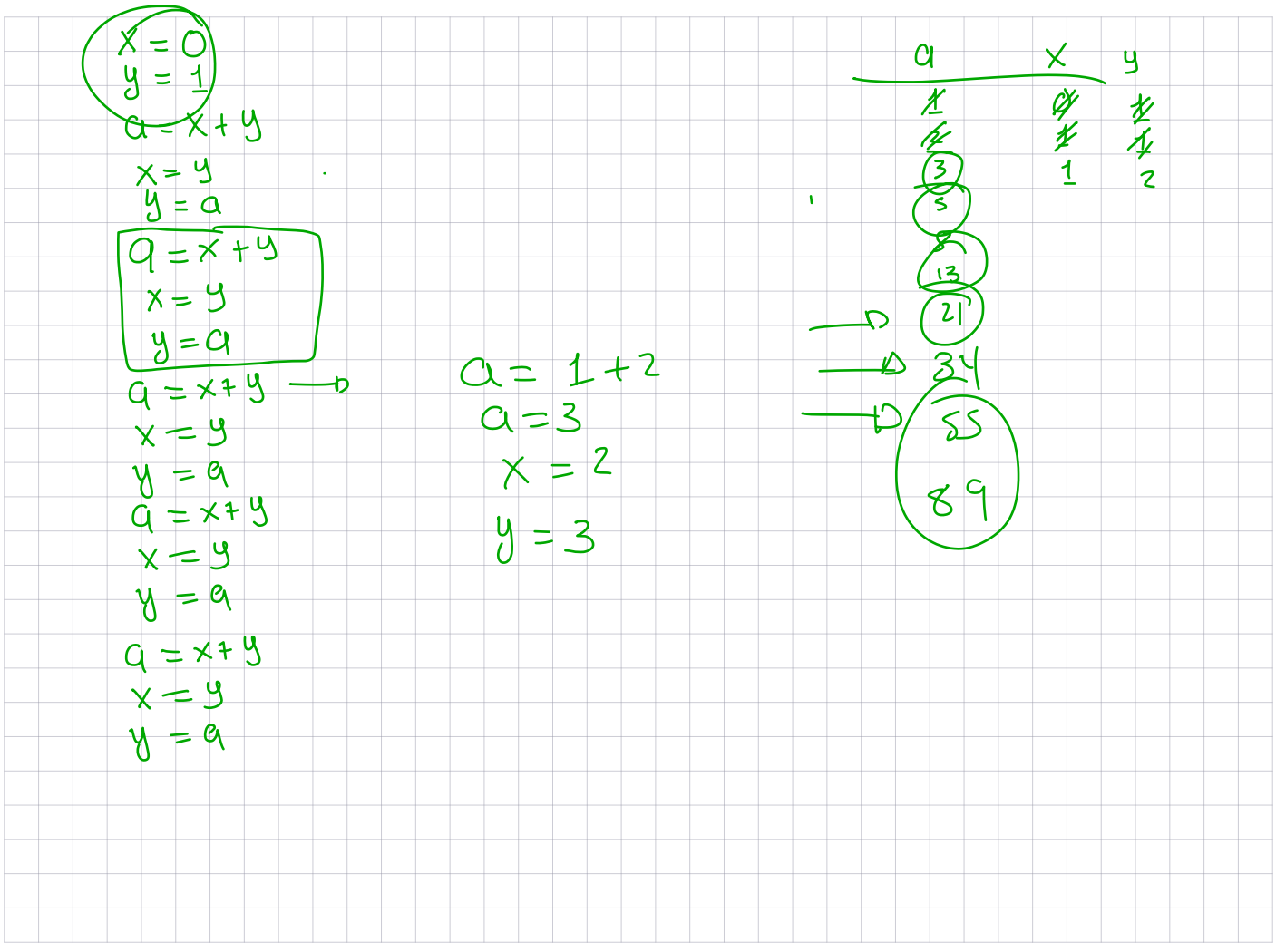


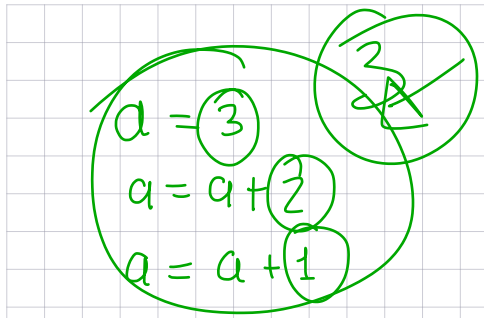
a

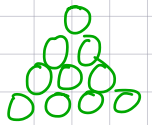
~~1~~
~~2~~
~~3~~
~~5~~
~~8~~
~~13~~
~~21~~

fibonacci

1 2 3 5 8 13 21 34


x = 0
y = 1
a = x + y
x = y
y = a
a = x + y
x = y
y = a
a = x + y
x = y
y = a
a = x + y
x = y
y = a
a = x + y
x = y
y = a
a = 1 + 2
a = 3
x = 2
y = 3
a
x
y
1
1
2
3
5
8
13
21
34
55
89





$b = \frac{4}{3} \Rightarrow$ a las caras en la base

$a = \frac{b \times (b+1)}{2}$

$\frac{3 \times (3+1)}{2}$

$\frac{3 \times 4}{2} = \frac{12}{2} = 6$

a
~~3~~
~~6~~
6

a
~~4~~
~~7~~
~~9~~
10

$5 \Rightarrow 5+4+3+2+1$

$a = \frac{10 \times 11}{2}$

$6 \Rightarrow 6+5+4+3+2+1$

$10 \Rightarrow 10+9+8+7+6+5+4+3+2+1$

n primeros numeros naturales

$$suma = \frac{n * (n+1)}{2}$$

base = 100

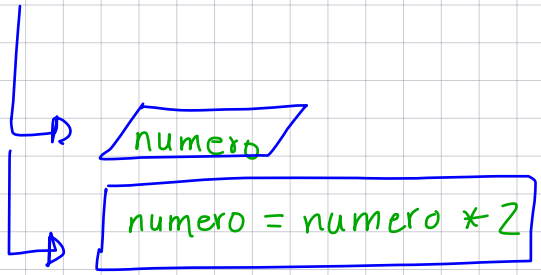
$$CantidadCanicas = \frac{(base) * (base+1)}{2}$$

$$\frac{100 \times 101}{2} = 5050$$

- Programa que calcule el doble de un numero

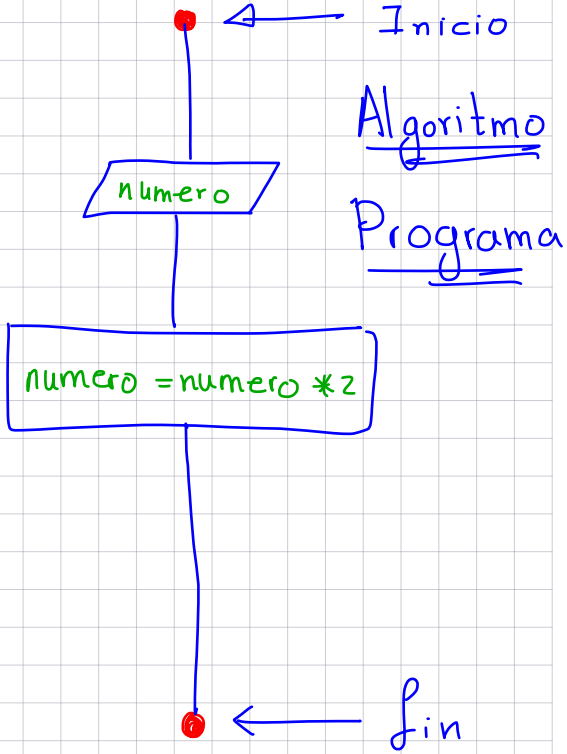
7 → 14

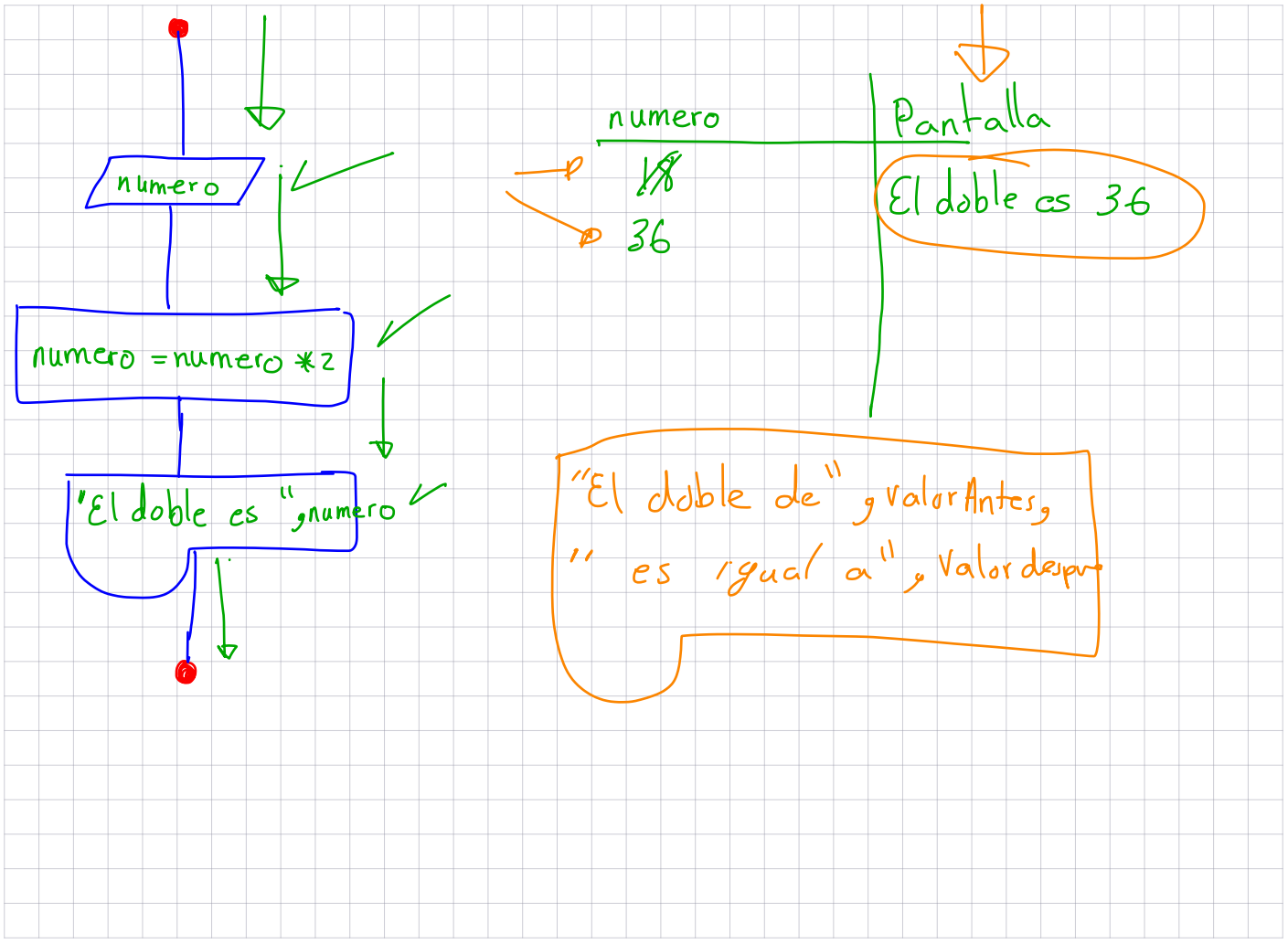
8 → 16

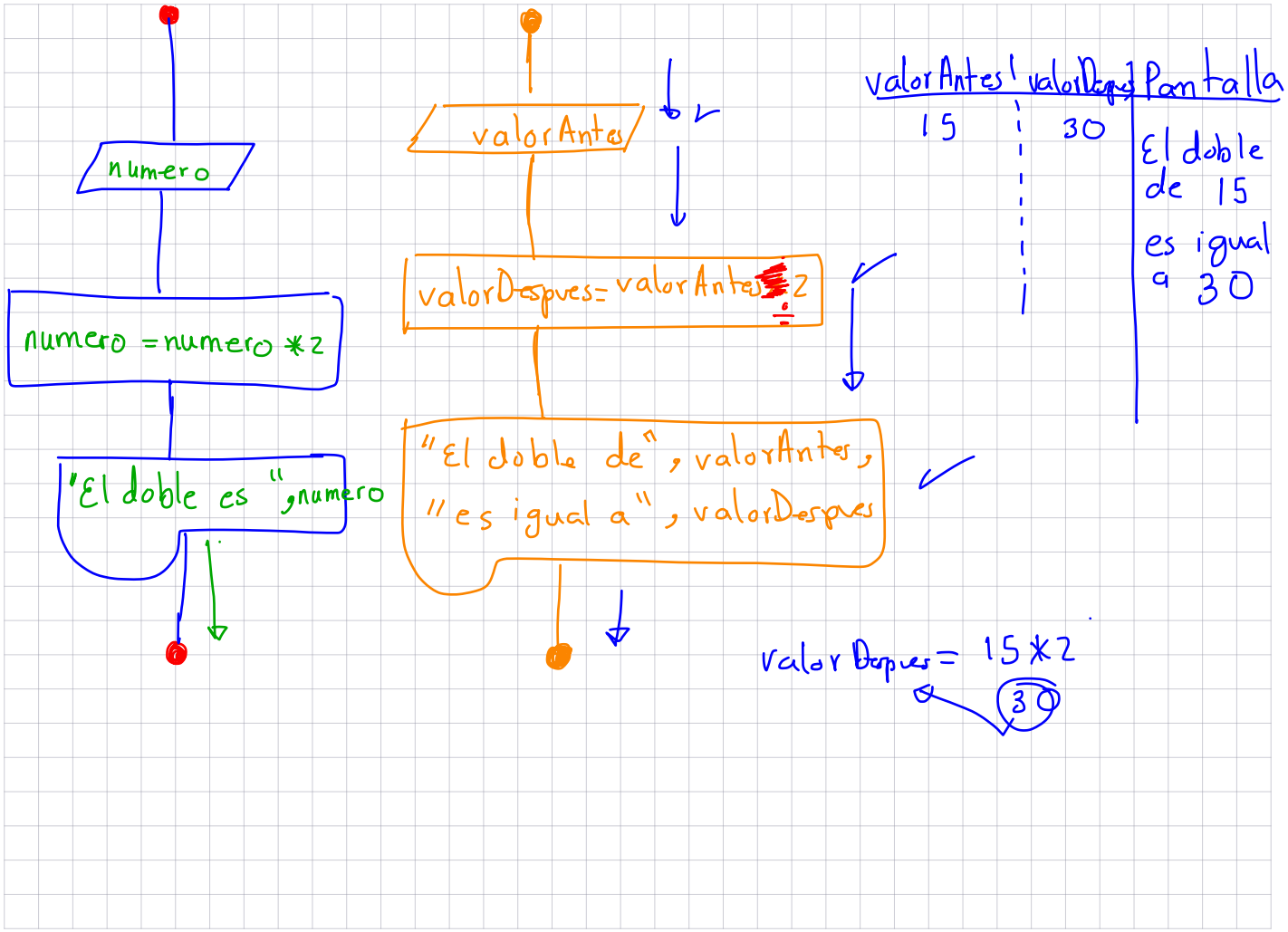


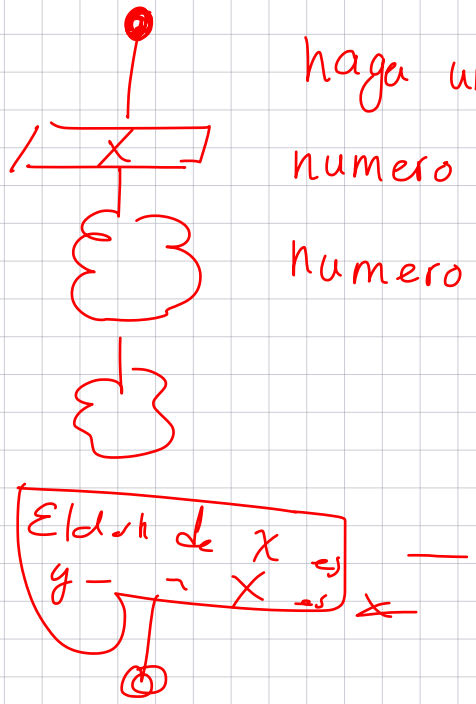
Algoritmo

Programa

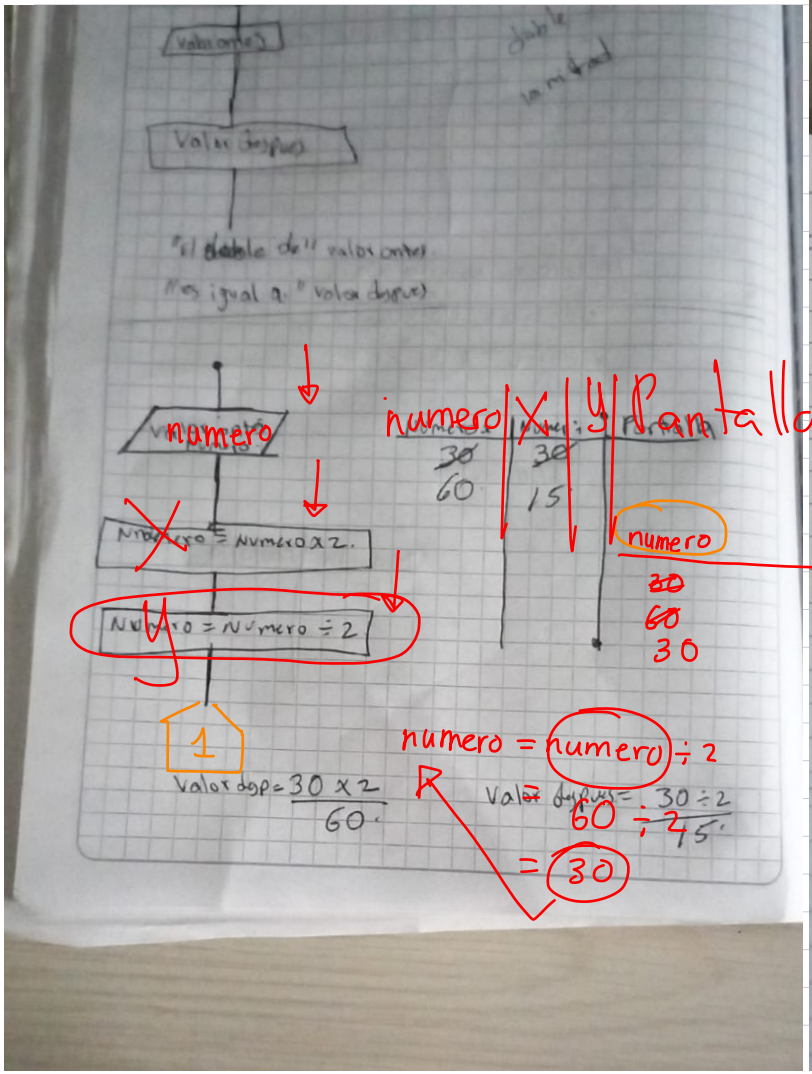


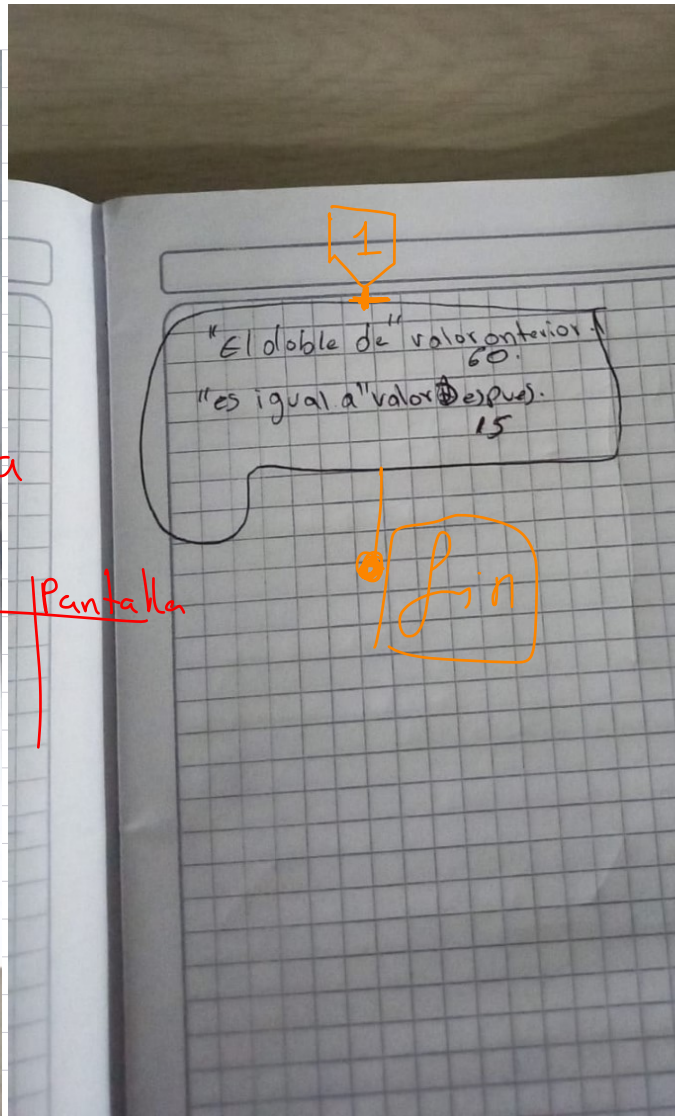

numero
numero = numero * 2
"El doble es ", numero
numero
18
36
Pantalla
El doble es 36
"El doble de ", valorAntes,
" es igual a ", valorDespu

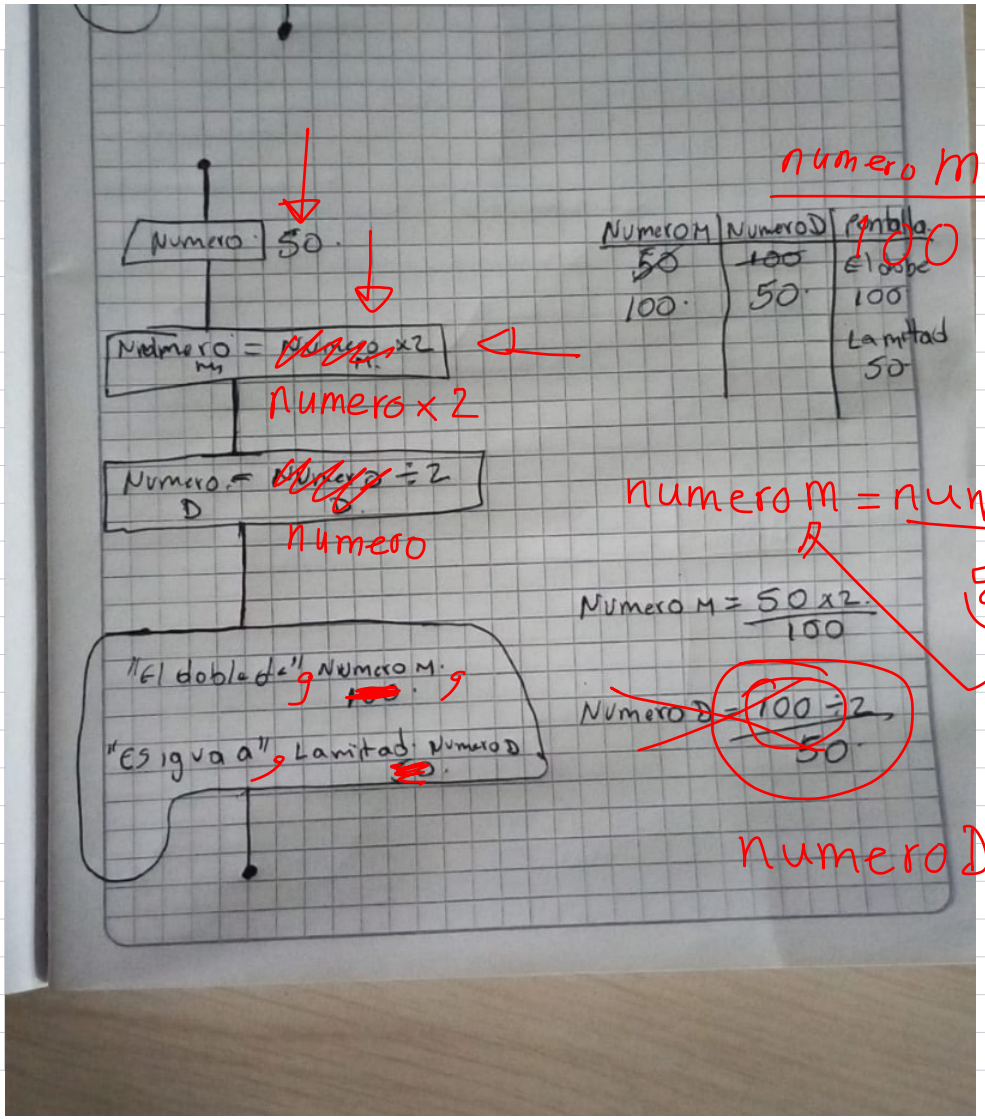

numero
numero = numero * 2
"El doble es ", numero
valorAntes
valorDespues = valorAntes * 2
"El doble de ", valorAntes,
"es igual a ", valorDespues
valorAntes | valorDespues | Pantalla
15 | 30 | El doble de 15 es igual a 30
valorDespues = 15 * 2
30



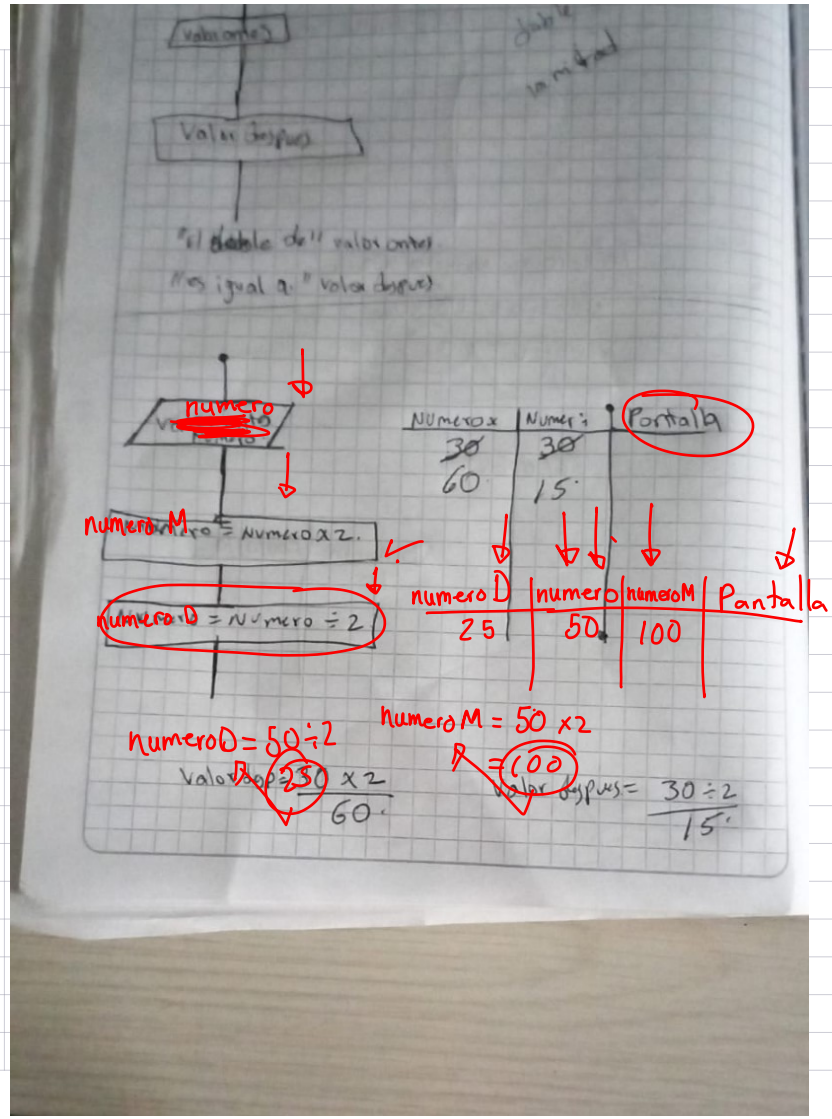
haga un programa ge pida un numero y diga el doble del numero y la mitad del numero


Valor anterior
Valor después
"El doble de" valor anterior
"es igual a" Valor después
numero
Numero = Numero x 2.
Numero = Numero ÷ 2
1
Valor dop = 30 x 2
60.
numero | X | Y | Pantalla
30 | 30
60 | 15
numero
30
60
30
Pantalla
numero = numero ÷ 2
Valor después = 30 ÷ 2
60 ÷ 2 15.
= 30


1
"El doble de" valor anterior
60.
"es igual a" valor después.
15
Fin


Numero 50
Numero M = Numero x2
Numero x 2
Numero D = Numero ÷ 2
Numero
"El doble de" Numero M
"Es igual a" Lamitad Numero D
NumeroM NumeroD Pantalla
50 100 El doble
100 50 100
Lamitad
50
numero M numero Pantalla
50 100
numero M = numero x 2
50 x 2
100
Numero M = 50 x 2
100
Numero D = 100 ÷ 2
50
numero D = 50 ÷ 2

50 ⟶ El doble de 50 es 100
y la mitad de 50 es 25


Valor anterior
Valor siguiente
"el doble de" valor anterior
"es igual a" valor siguiente
numero
numeroM = Numero x 2
numeroD = Numero ÷ 2
Numero x
Numero ÷
Pantalla
30
60
30
15
numeroD
numero
numeroM
Pantalla
25
50
100
numeroD = 50 ÷ 2
Valor anterior = 30 x 2
60
numeroM = 50 x 2
= 100
Valor siguiente = 30 ÷ 2
15

⇒ hacer un programa que sume 2 numeros.
*los 2 numeros hay que pedirlos