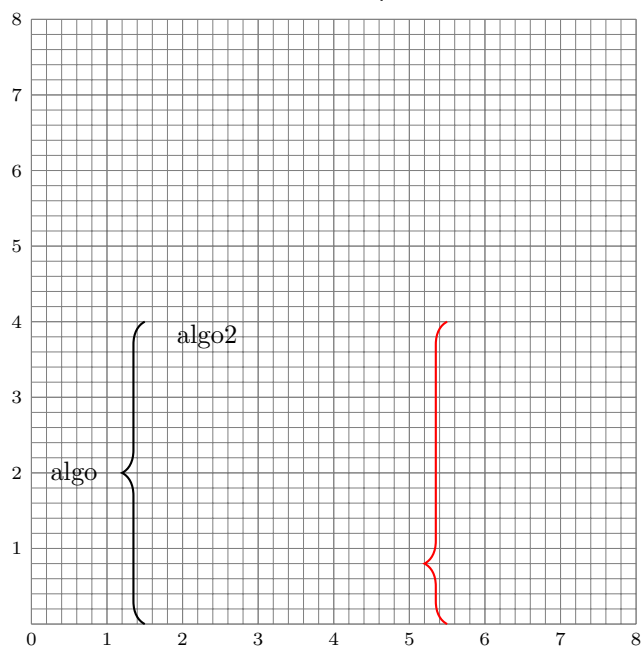
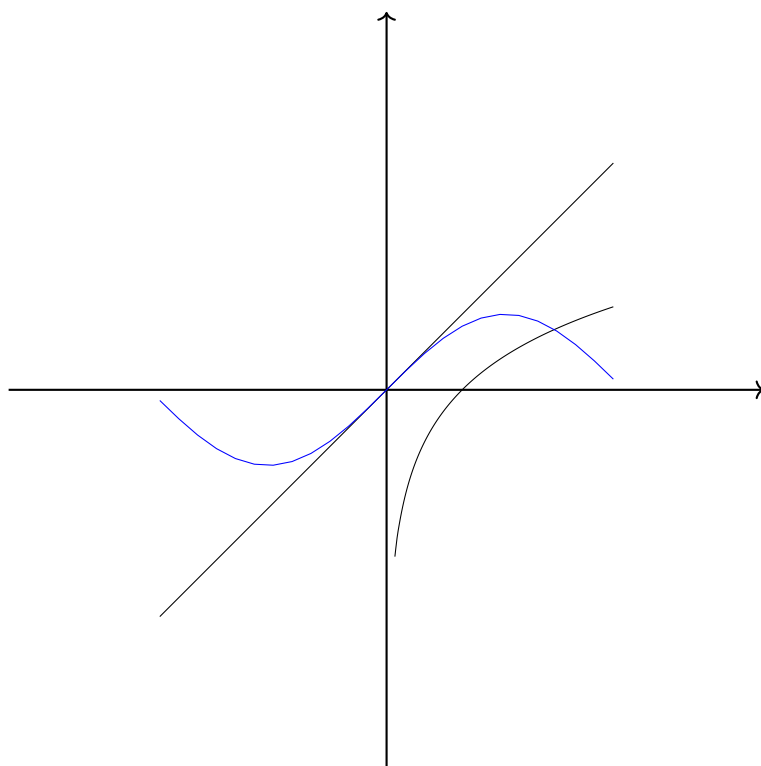


Figure 1: mi figura en tikz



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Chapter 1

Aprendiendo a poner programas *f*

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1.1 algo fácil

texto texto \end{document} texto texto

```
\huge  
\textbf{ }  
For  
If
```

```
texto texto2 texto3  
texto texto2
```

```
printf("Enter an integer: ");  
scanf("%d", &number);
```

```
// True if the number is perfectly divisible by 2
```

```

#include <stdio.h>
int main()
{
    int number;

    printf("Enter an integer: ");
    scanf("%d", &number);

    // True if the number is perfectly divisible by 2
    if(number % 2 == 0)
        printf("%d is even.", number);
    else
        printf("%d is odd.", number);

    return 0;
}

printf("Enter an integer: ");
scanf("%d", &number);

// True if the number is perfectly divisible by 2
if(number % 2 == 0)

```

1.2 intermedio

```

<stdio.h>
()

number;

tf("Enter an integer: ");
f("%d", &number);

rue if the number is perfectly divisible by 2
umber % 2 == 0)
printf("%d is even.", number);

```

```
printf("%d is odd.", number);
```

```
rn 0;
```

```
\newcount\c@boxl  
\newcount\c@zeilen%  
\newcount\@changemode%  
\newcount\c@piccaption%  
\newcount\c@piccaptionpos%  
\newcount\c@picpos  
\newcount\c@whole%  
\newcount\c@half%  
\newcount\c@tmp  
\newcount\c@tmpa  
\newcount\c@tmpb  
\newcount\c@tmpc  
\newcount\c@tmpd  
\newskip\d@leftskip  
\newif\if@list \@listfalse%  
\newif\if@offset%
```

```
\c@piccaptionpos=1%  
\c@picpos=0  
\d@shad=4pt%
```

```
#include <stdio.h>
```

```
int main()
```

```
{
```

```
    int number;
```

```
    printf("Enter an integer: ");
```

```
    scanf("%d", &number);
```

```
    // True if the number is perfectly divisible by 2
```

```
    if(number % 2 == 0)
```

```
        printf("%d is even.", number);
```

```
    else
```

```
        printf("%d is odd.", number);
```

```

        return 0;
    }

#include <stdio.h>
int main()
{
    int number;

    printf("Enter an integer: ");
    scanf("%d", &number);

    // True if the number is perfectly divisible by 2
    if (number % 2 == 0)
        printf("%d is even.", number);
    else
        printf("%d is odd.", number);

    return 0;
}

1  #include <stdio.h>
2  int main()
3  {
4      int number;

6      printf("Enter an integer: ");
7      scanf("%d", &number);

9      // True if the number is perfectly divisible by 2
10     if (number % 2 == 0)
11         printf("%d is even.", number);
12     else
13         printf("%d is odd.", number);

15     return 0;
16 }

```

1.3 avanzado

```

10     if (number % 2 == 0)
11         printf("%d is even.", number);
12     else
13         printf("%d is odd.", number);

```



```

15     return 0;
16 }

```

Programa 1.1: Mi primer programa pirateado

```

#include <stdio.h>
int main()
{
    int number;

    printf("Enter an integer: ");
    scanf("%d", &number);

    // True if the number is perfectly divisible by 2
    if(number % 2 == 0)
        printf("%d is even.", number);
    else
        printf("%d is odd.", number);

    return 0;
}

```

```

\newcount\c@boxl
\newcount\c@zeilen%
\newcount\@changemode%
\newcount\c@piccaption%
\newcount\c@piccaptionpos%
\newcount\c@picpos
\newcount\c@whole%
\newcount\c@half%
\newcount\c@tmp
\newcount\c@tmpa
\newcount\c@tmpb
\newcount\c@tmpc
\newcount\c@tmpd
\newskip\d@leftskip
\newif\if@list \@listfalse%
\newif\if@offset%

```

```

\c@piccaptionpos=1%
\c@picpos=0
\d@shad=4pt%

```

Programa 1.2: copiado de CTAN

Usando el programa 1.2 se aprende a poner gráficos al lado de texto

```

#include <stdio.h>
int main()
{
    int number;

    printf("Enter an integer: ");
    scanf("%d", &number);

    // True if the number is
    perfectly divisible by 2
    if(number % 2 == 0)
        printf("%d is even.", number)
        ;
    else
        printf("%d is odd.", number);

    return 0;
}

```

```

#include <stdio.h>
int main()
{
    int number;

    printf("Enter an integer: ");
    scanf("%d", &number);

    // True if the number is perfectly divisible by 2
    if(number % 2 == 0)
        printf("%d is even.", number);
    else
        printf("%d is odd.", number);

    return 0;
}

```

```

#include <stdio.h>
int main()
{
    int number;

    printf("Enter an integer: ");
    scanf("%d", &number);

    // True if the number is perfectly divisible by 2
    if(number % 2 == 0)

```

```
        printf("%d is even.", number);  
    else  
        printf("%d is odd.", number);  
  
    return 0;  
}
```

integral \int_a^b

hola mecánica

mecánica té ñandu

hola mundo

hoy dia

Mifinal inicio del doc