



Universidad Autónoma De Tamaulipas

Fundamentos de Programación

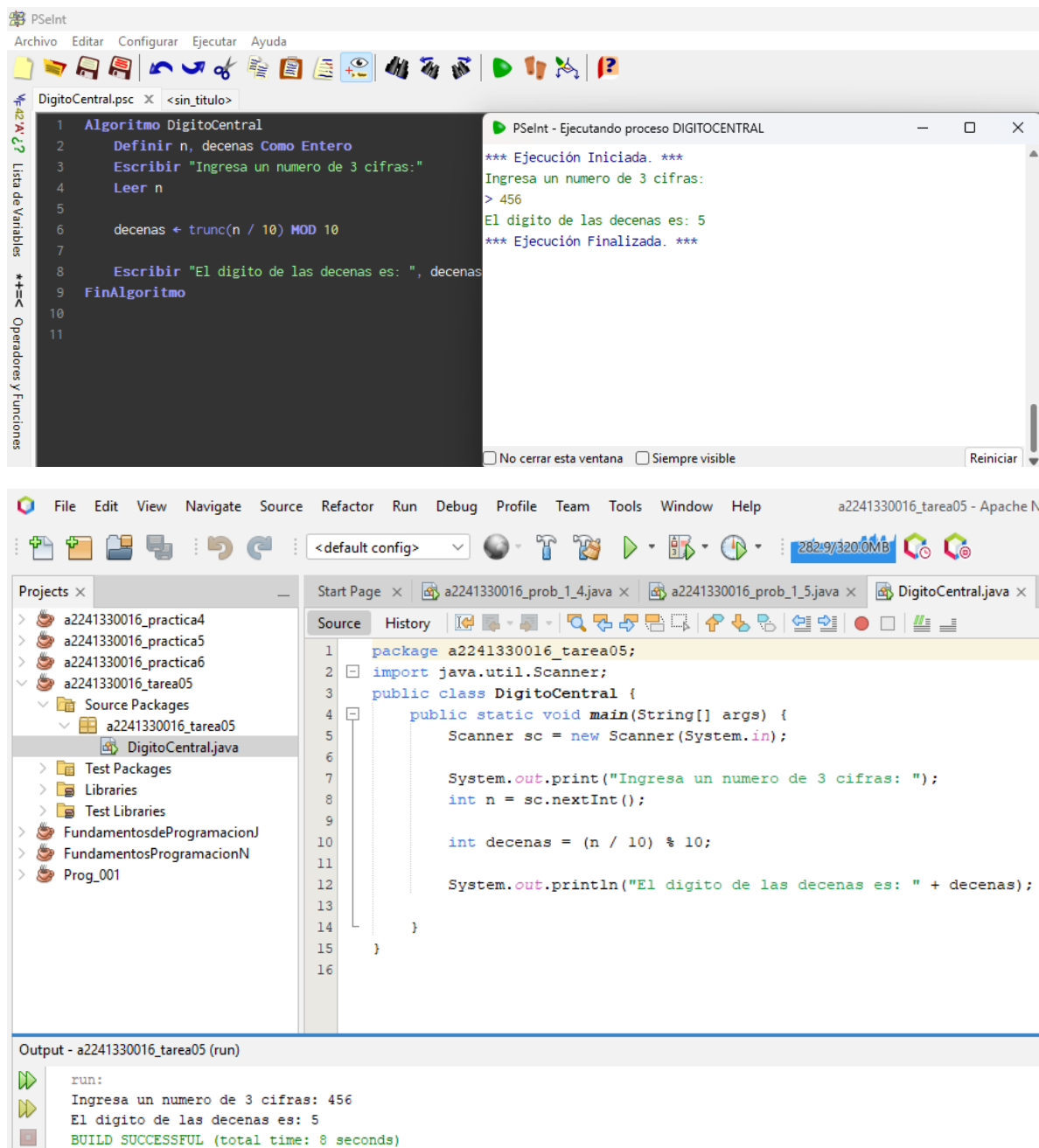
1-N

Tarea 05

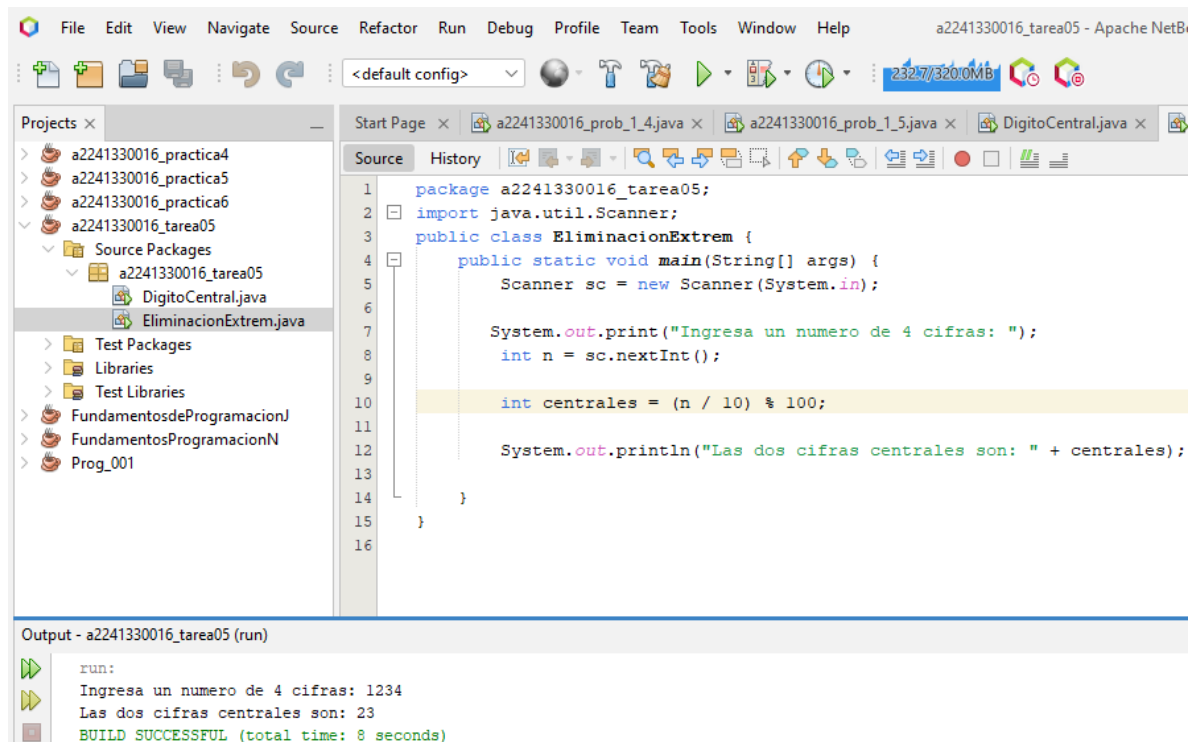
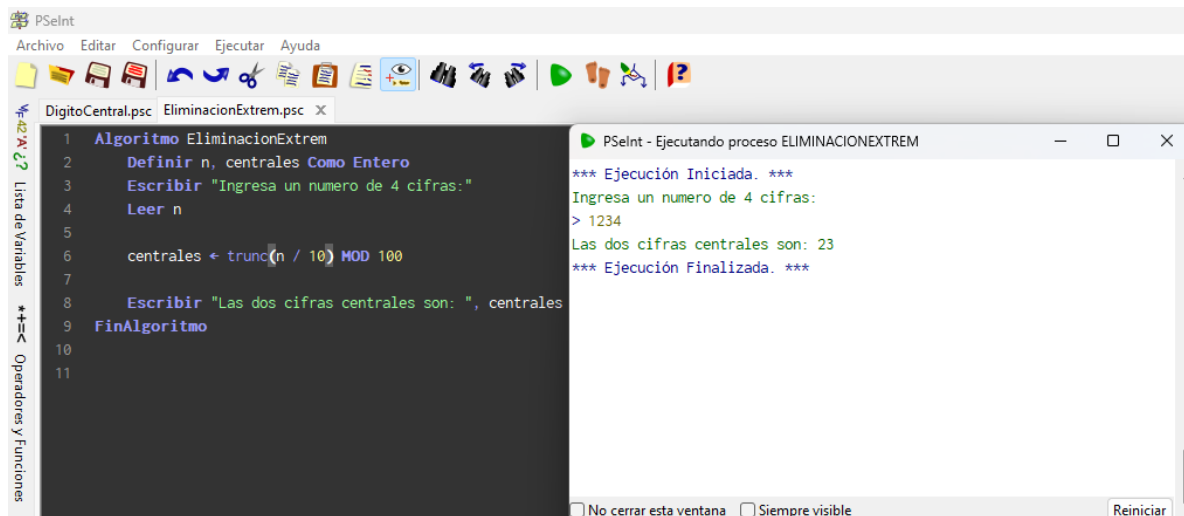
Molina Meneses Diego

Bloque 1: Descomposición numérica y posicional

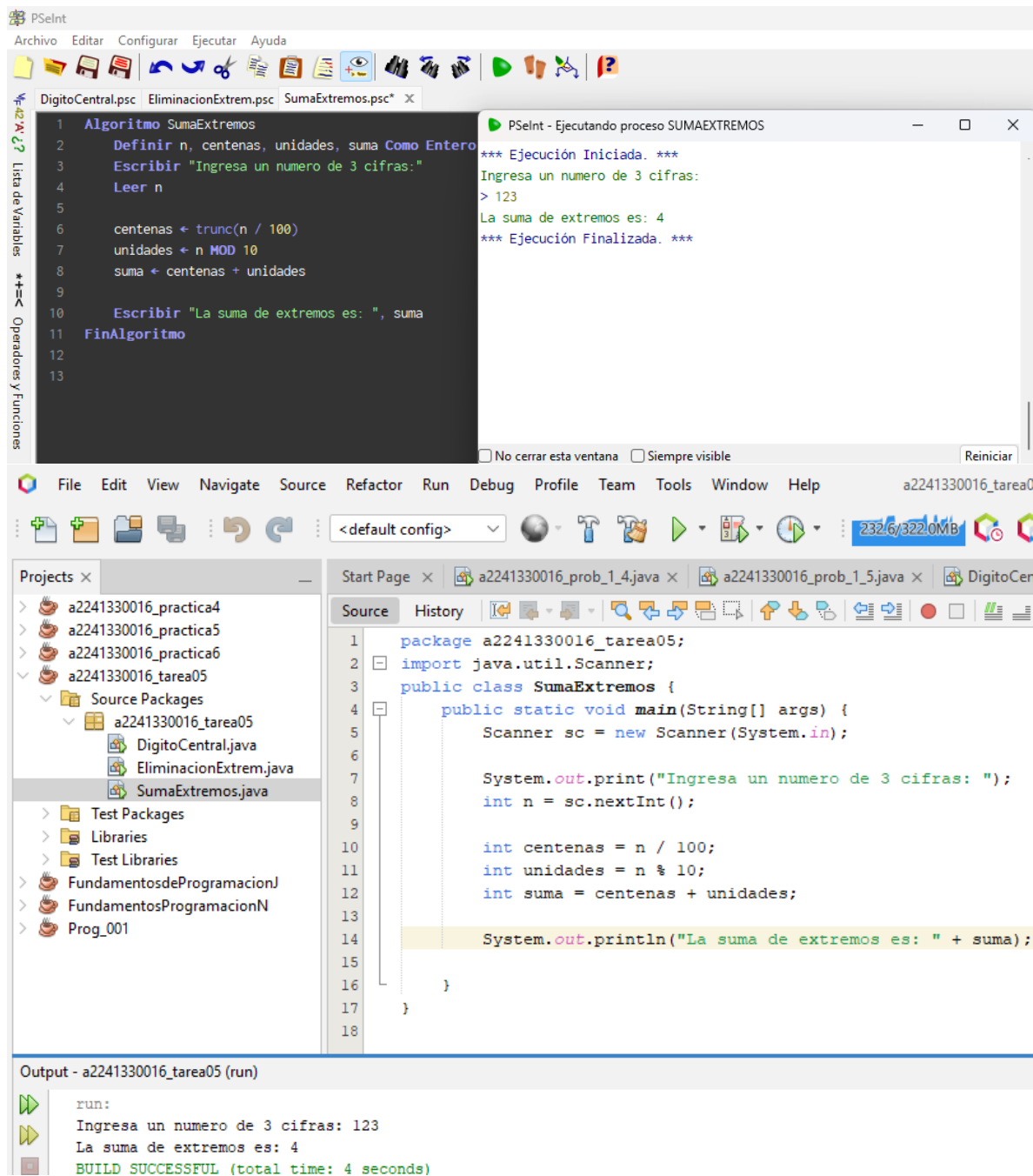
DigitoCentral:



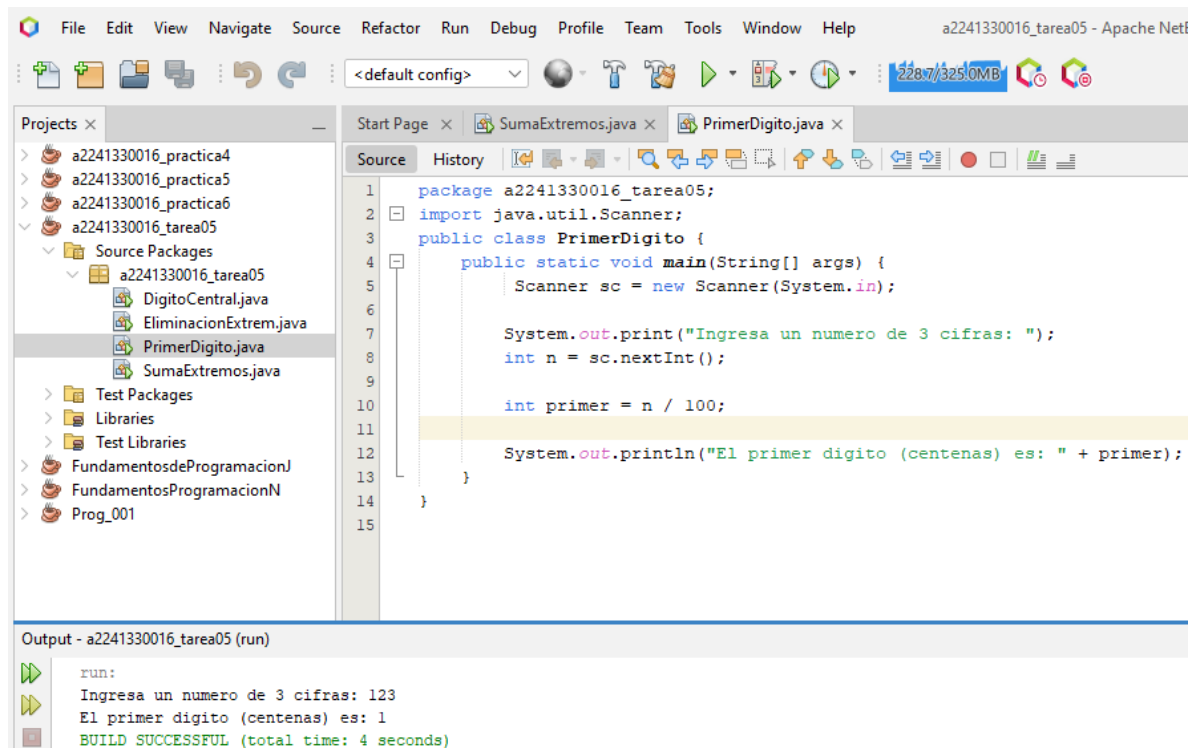
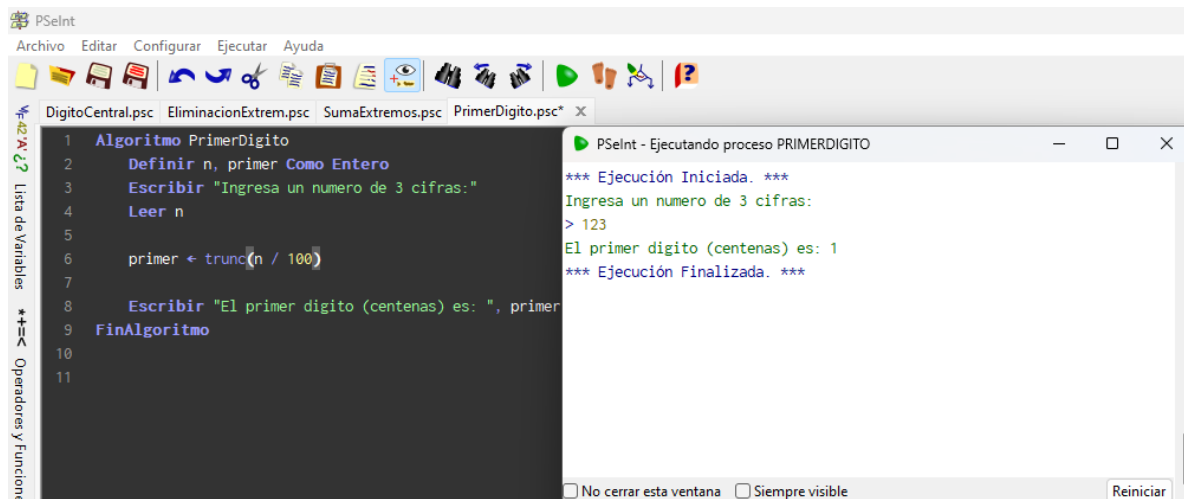
EliminacionExtremos:



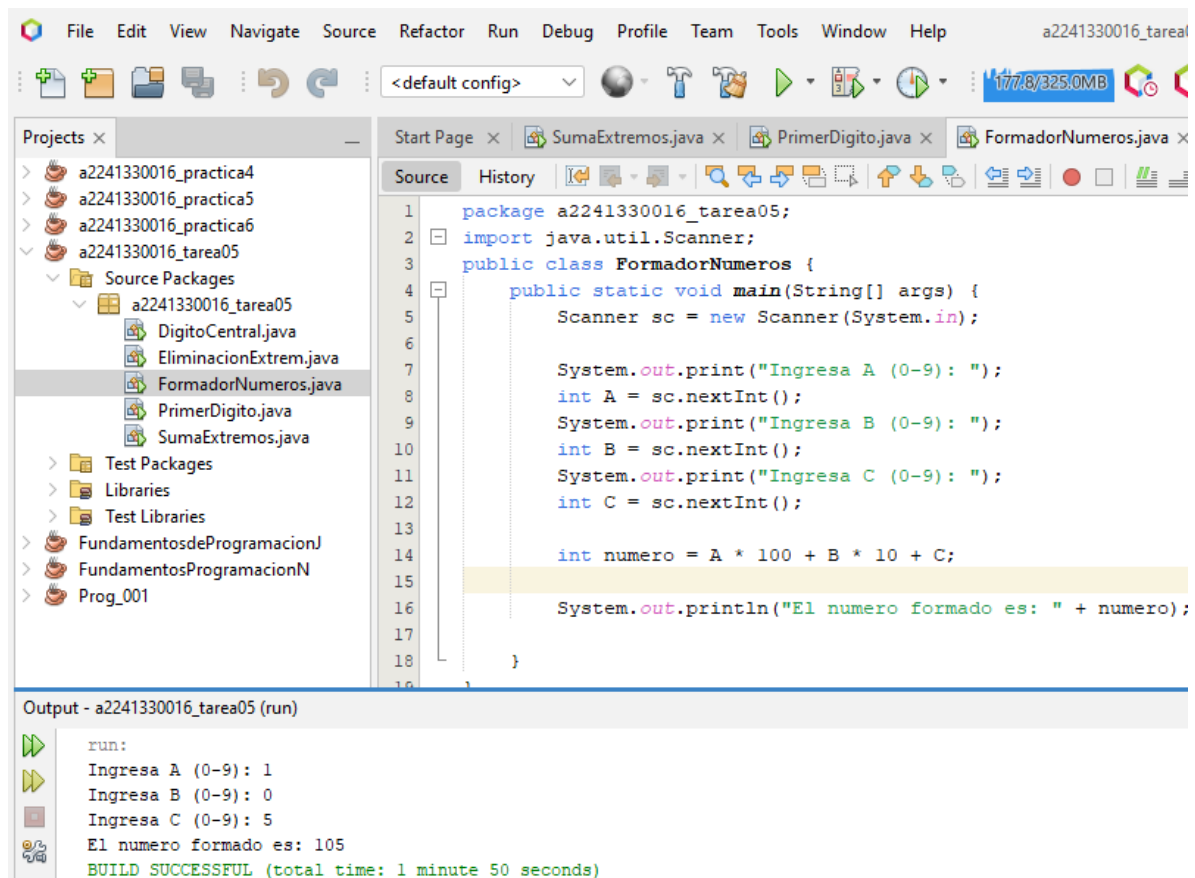
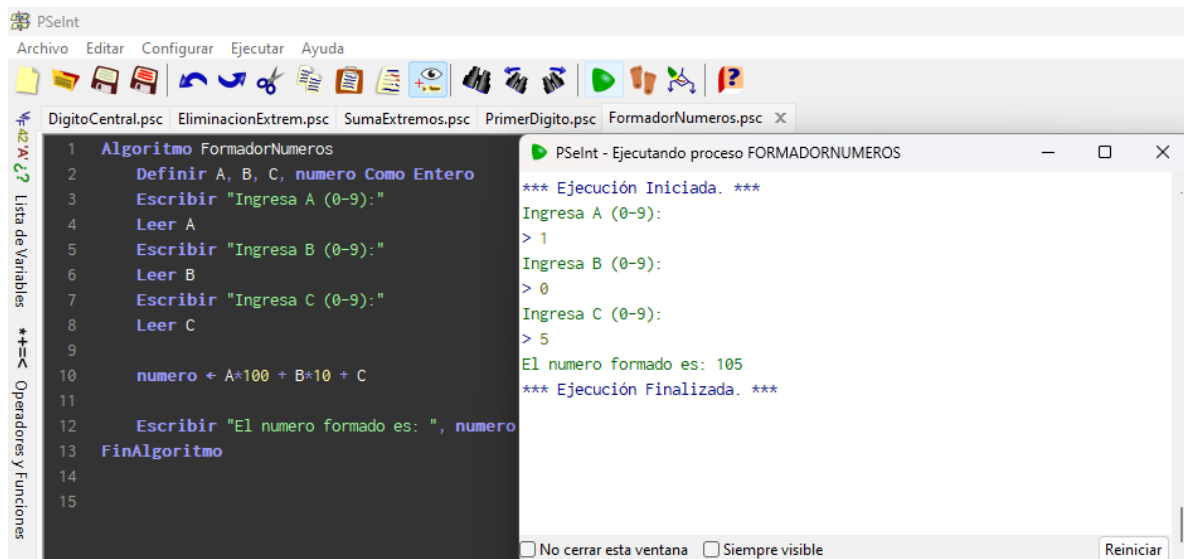
SumaExtremos:



PrimerDigito:

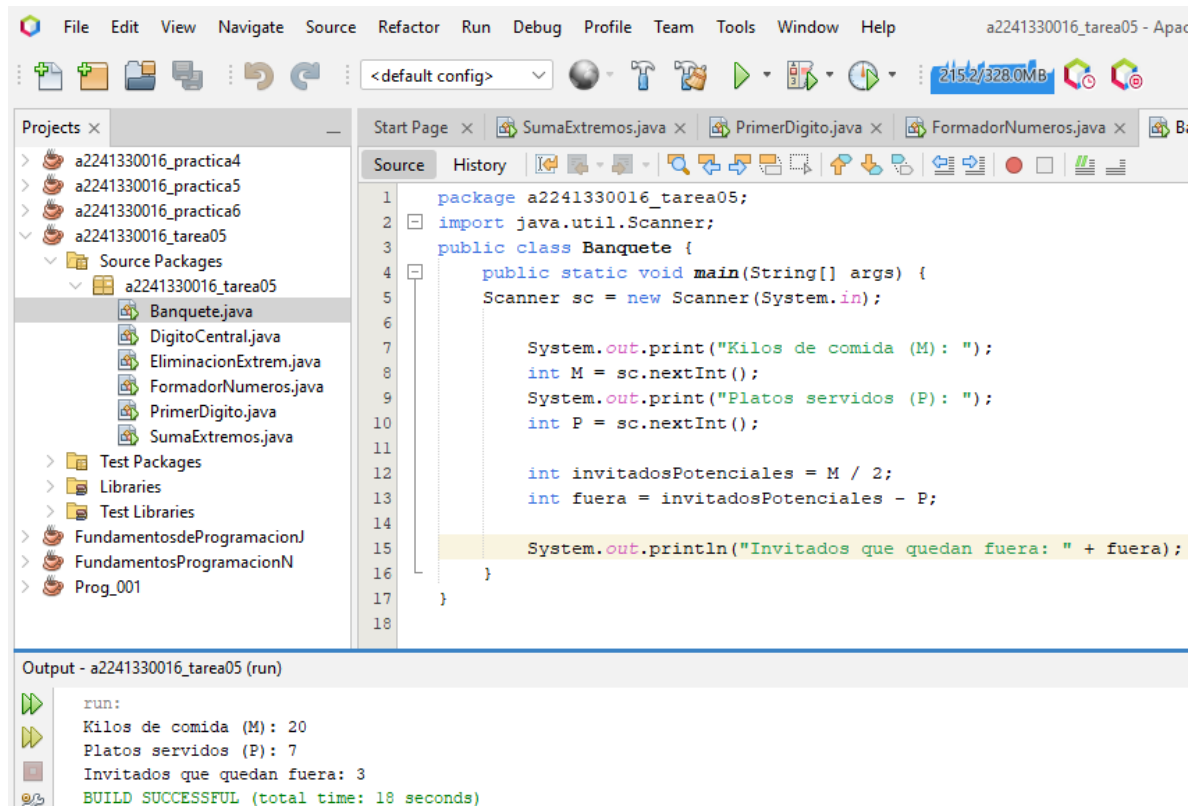
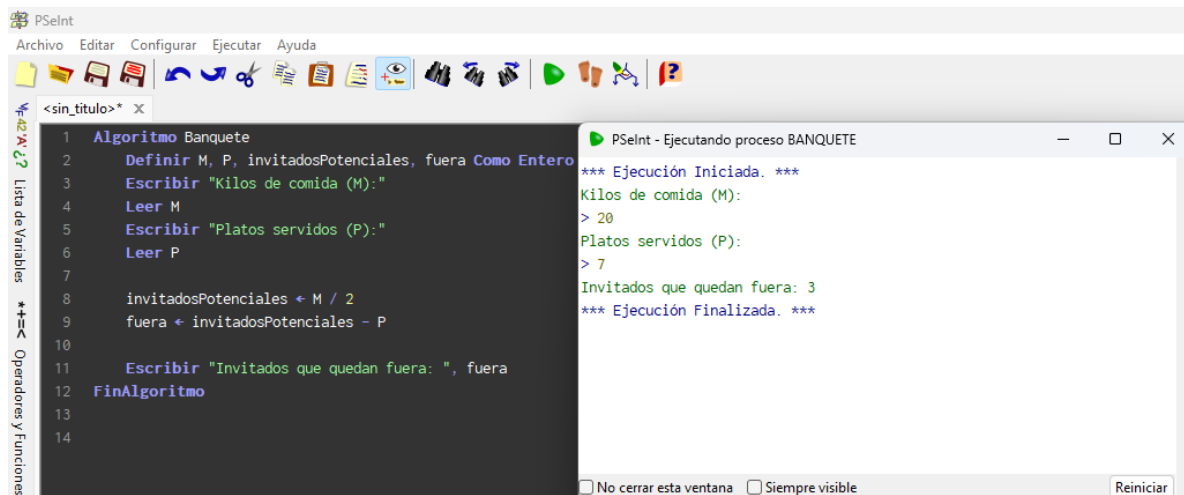


FormadorNumeros:

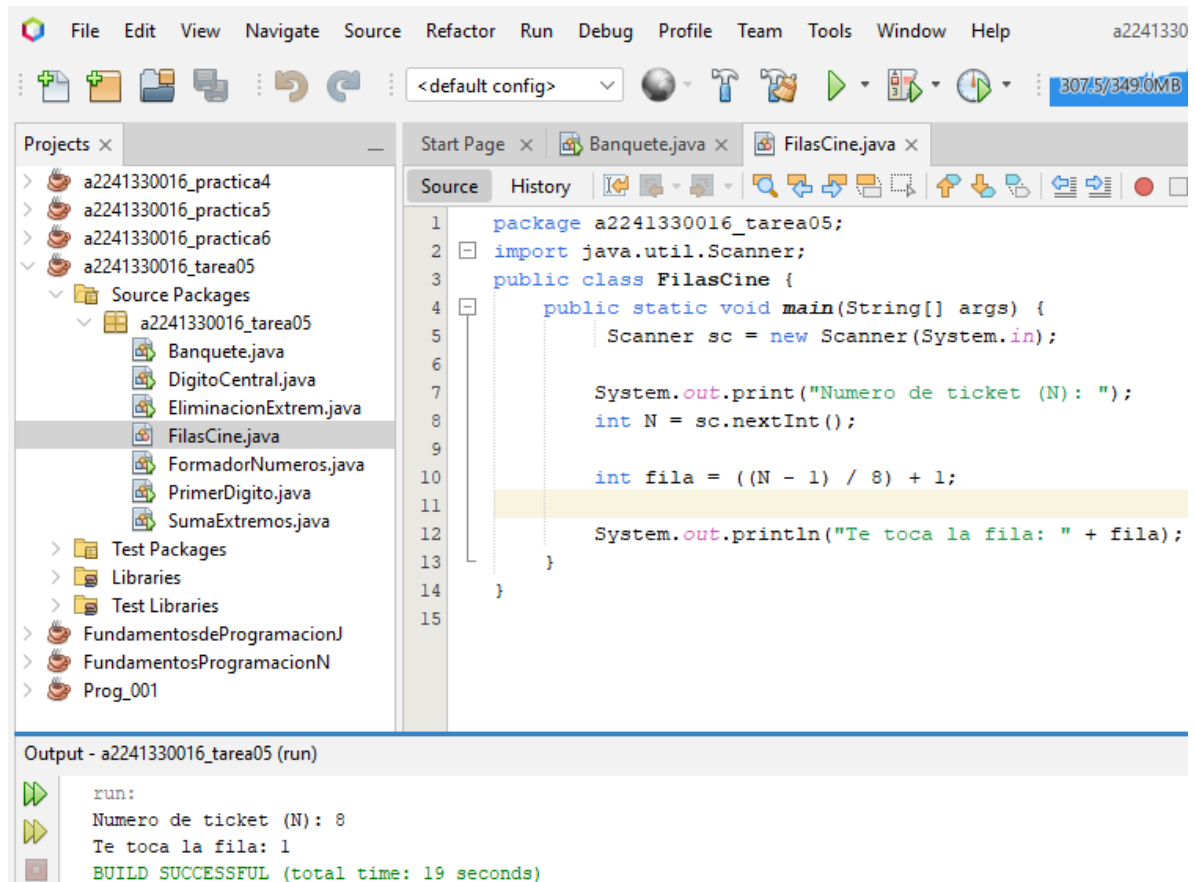
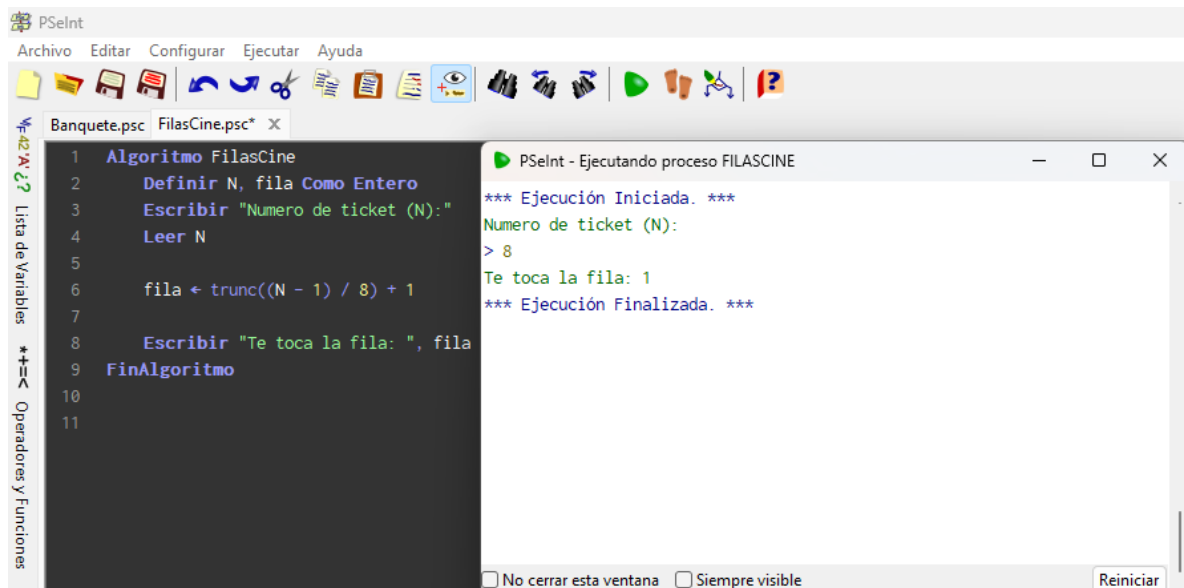


Bloque 2: Logística y reparto

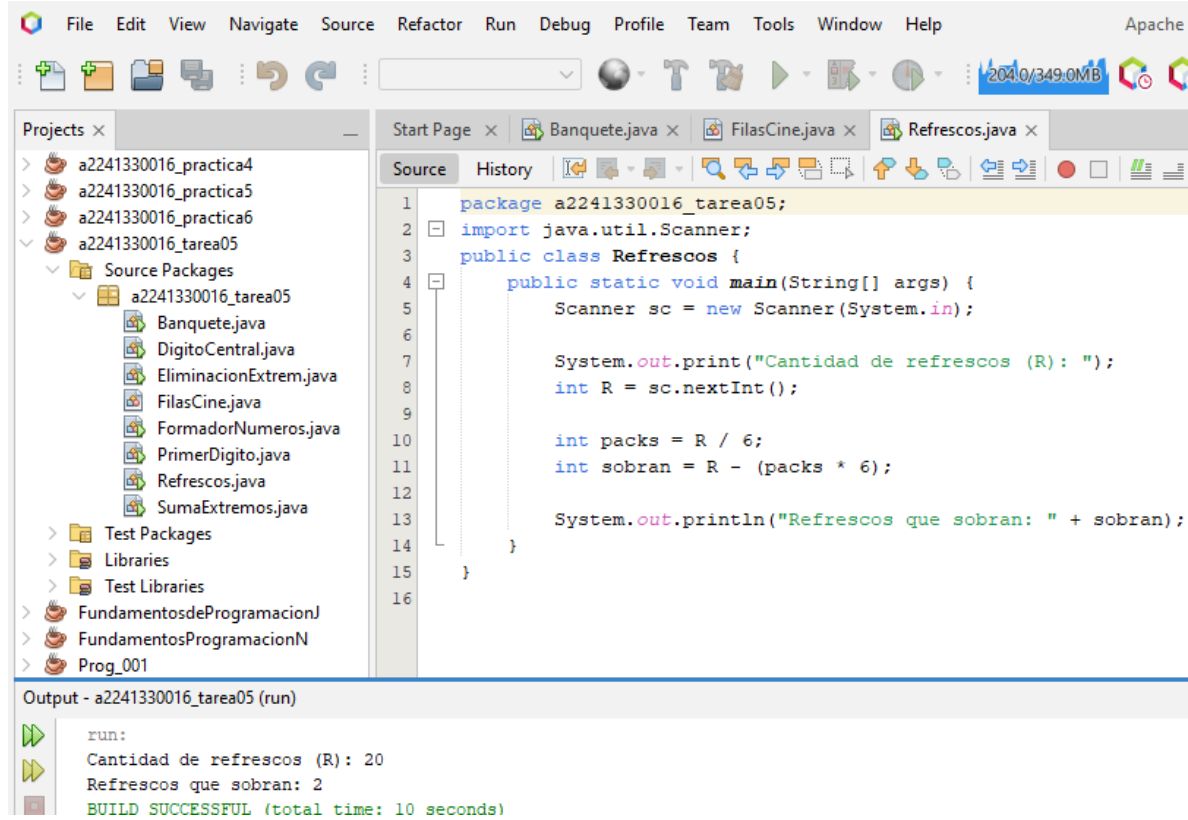
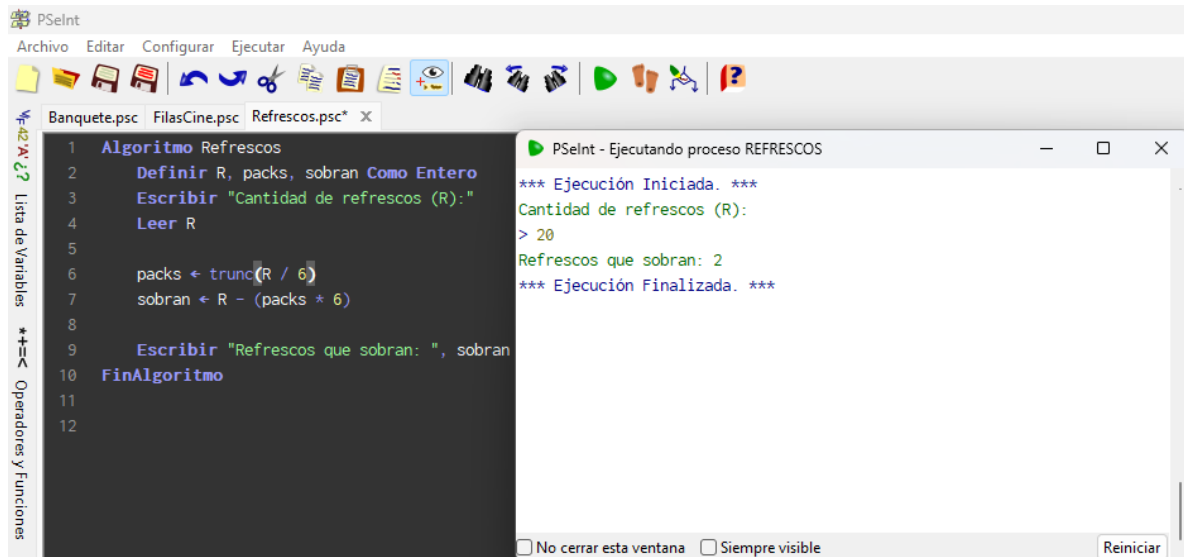
El banquete:



FilasCine:



Empaquetado Refrescos:



Reparto cartas:

The screenshot shows the PSeInt IDE interface. On the left, a sidebar contains 'Lista de Variables' and 'Operadores y Funciones'. The main editor displays a pseudocode algorithm for 'RepartoCartas'. The algorithm defines a variable J as an integer, prompts the user for the number of players (J), and calculates the number of cards per player (52 / J). It then prints the result. A separate window titled 'PSeInt - Ejecutando proceso REPARTOCARTAS' shows the execution output: '*** Ejecución Iniciada. ***', 'Numero de jugadores (J):', '> 4', 'Cartas para cada jugador: 13', and '*** Ejecución Finalizada. ***'. At the bottom of the PSeInt window are checkboxes for 'No cerrar esta ventana' and 'Siempre visible', and a 'Reiniciar' button.

```
1  Algoritmo RepartoCartas
2  Definir J, cartas Como Entero
3  Escribir "Numero de jugadores (J):"
4  Leer J
5
6  cartas ← 52 / J
7
8  Escribir "Cartas para cada jugador: ", cartas
9  FinAlgoritmo
10
11
```

*** Ejecución Iniciada. ***
Numero de jugadores (J):
> 4
Cartas para cada jugador: 13
*** Ejecución Finalizada. ***

☐ No cerrar esta ventana ☐ Siempre visible Reiniciar

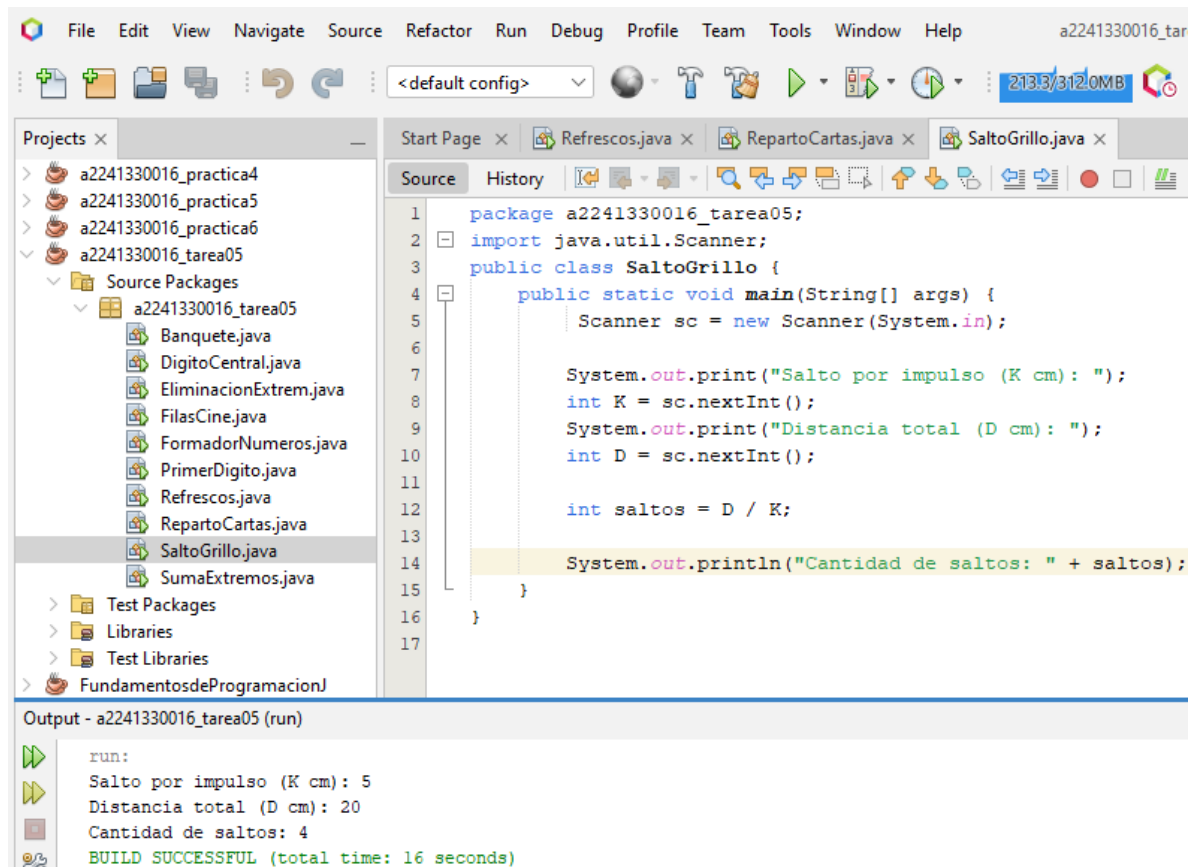
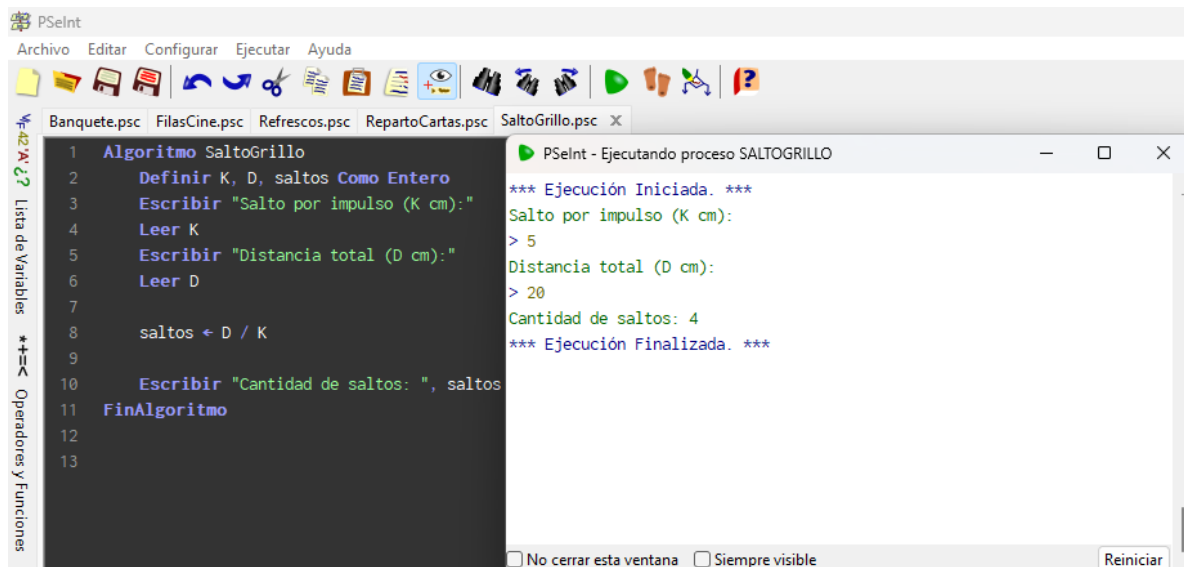
The screenshot shows an IDE with a menu bar (File, Edit, View, Navigate, Source, Refactor, Run, Debug, Profile, Team, Tools, Window, Help) and a status bar (a2241330016_tarea05 - Ap). The 'Projects' sidebar on the left shows a tree structure with 'a2241330016_tarea05' expanded, containing 'Source Packages' and 'Test Packages'. Under 'Source Packages', 'a2241330016_tarea05' is expanded, showing several Java files, with 'RepartoCartas.java' selected. The main editor shows the Java code for 'RepartoCartas.java'. The code imports 'java.util.Scanner', defines a 'main' method, prompts for the number of players, calculates the number of cards per player, and prints the result. The 'Output' window at the bottom shows the execution results: 'run:', 'Numero de jugadores (J): 4', 'Cartas para cada jugador: 13', and 'BUILD SUCCESSFUL (total time: 32 seconds)'.

```
1 package a2241330016_tarea05;
2 import java.util.Scanner;
3 public class RepartoCartas {
4     public static void main(String[] args) {
5         Scanner sc = new Scanner(System.in);
6
7         System.out.print("Numero de jugadores (J): ");
8         int J = sc.nextInt();
9
10        int cartas = 52 / J;
11
12        System.out.println("Cartas para cada jugador: " + cartas);
13    }
14 }
15
```

Output - a2241330016_tarea05 (run)

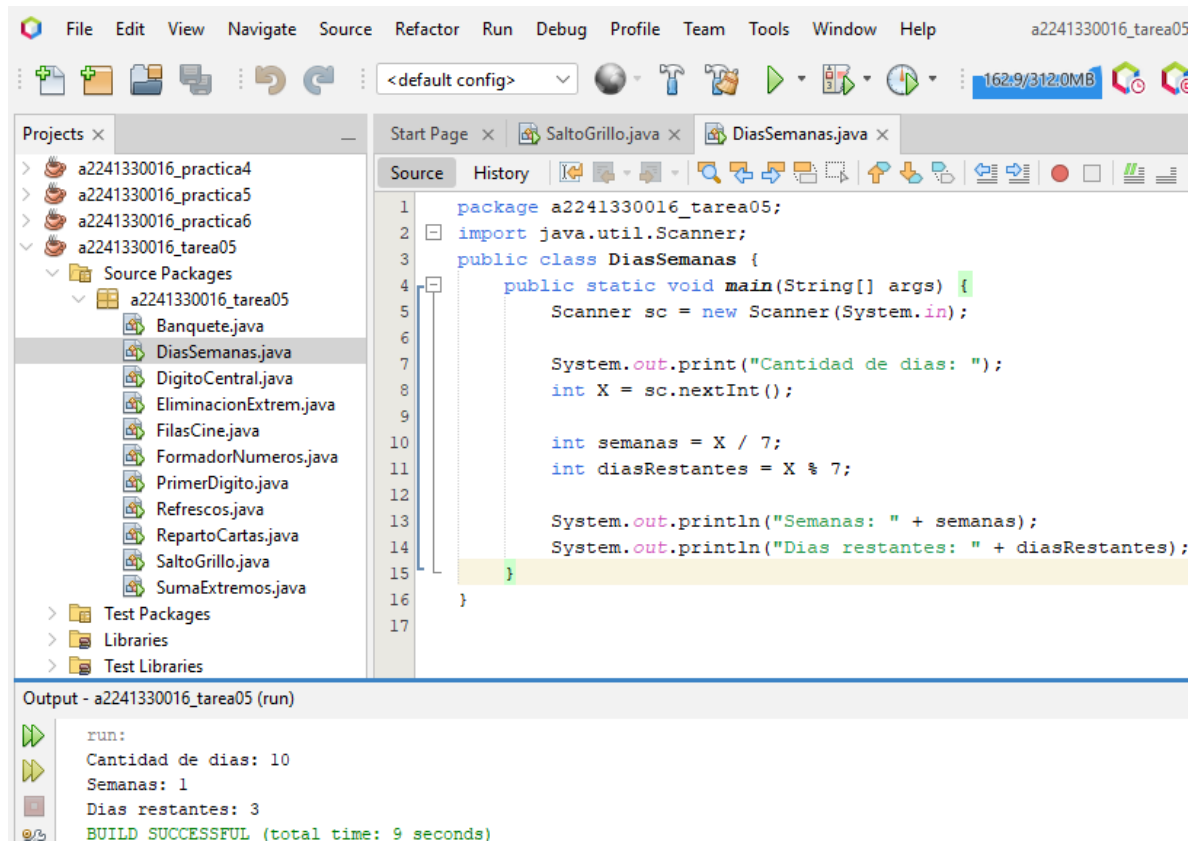
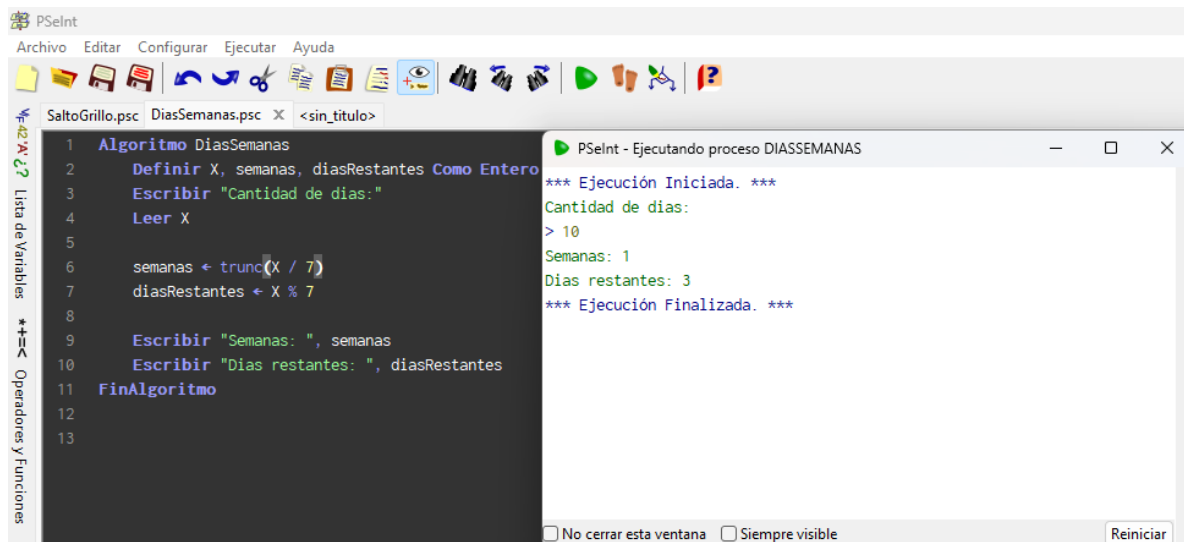
run:
Numero de jugadores (J): 4
Cartas para cada jugador: 13
BUILD SUCCESSFUL (total time: 32 seconds)

SaltoGrillo:

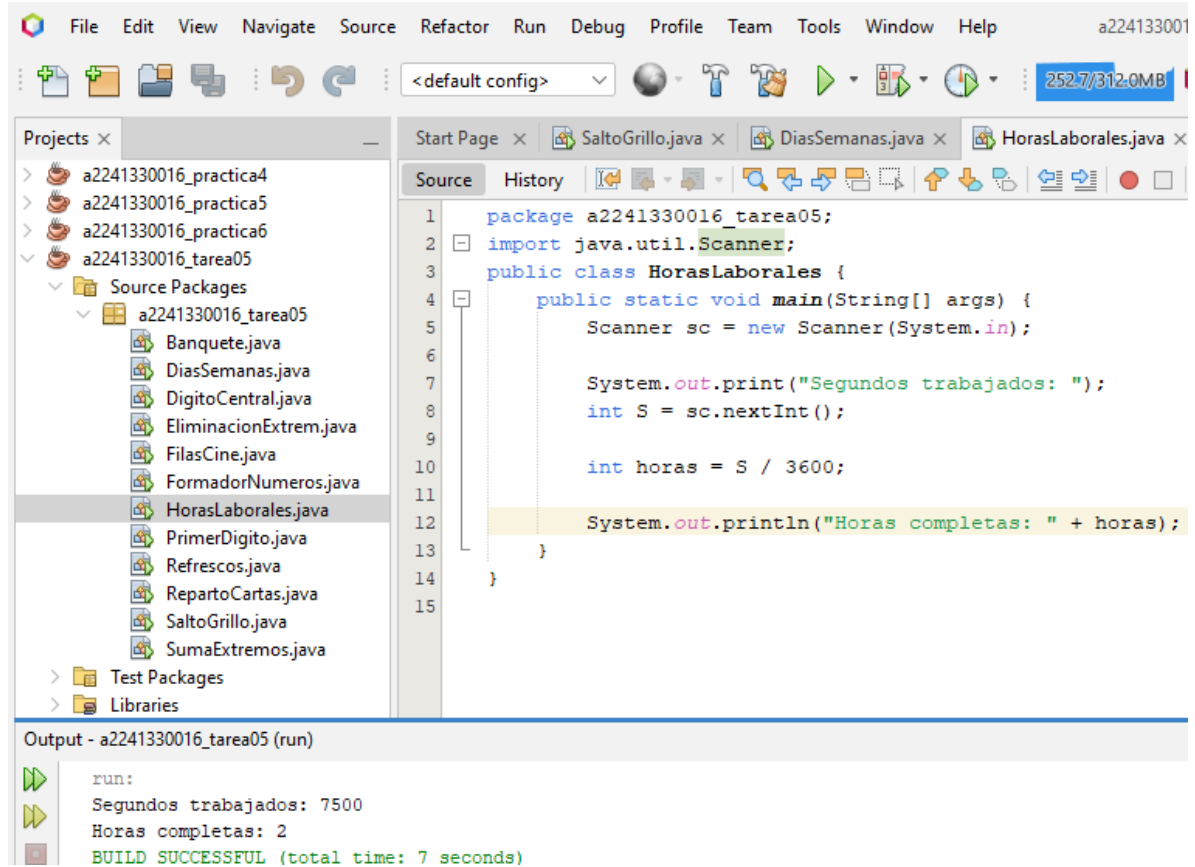
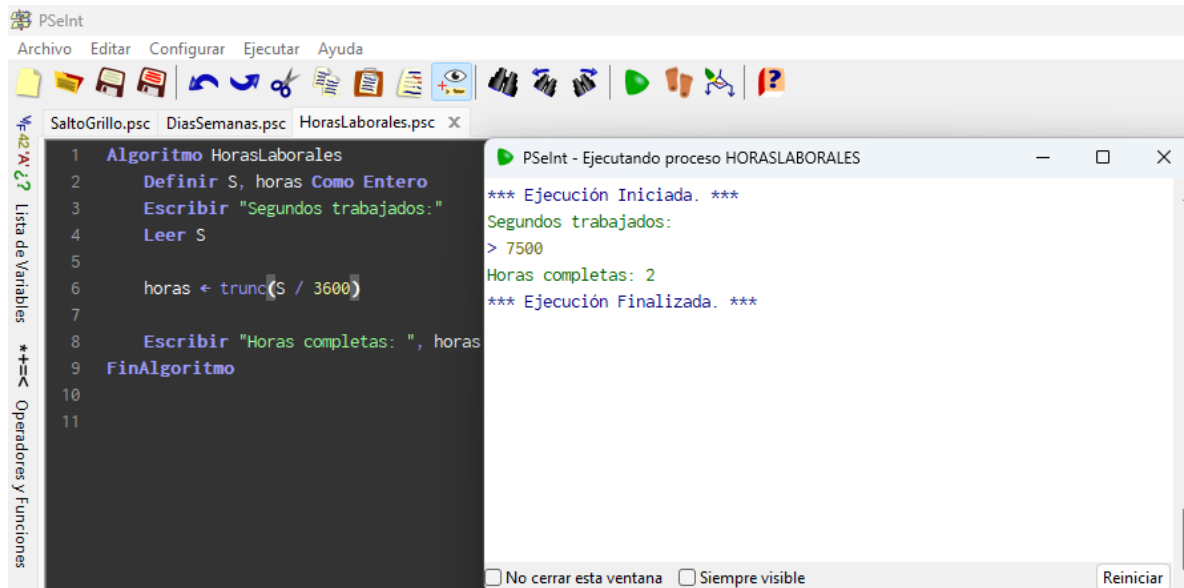


Bloque 3: Tiempo y Conversiones

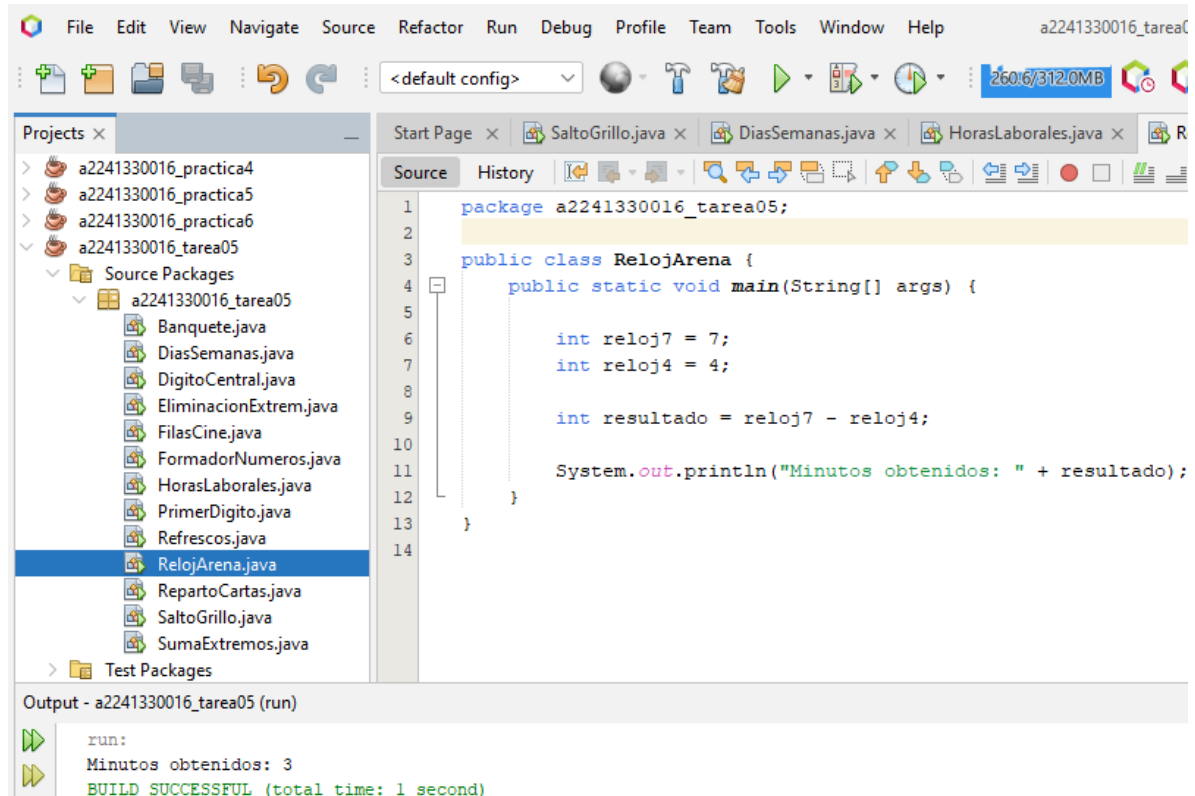
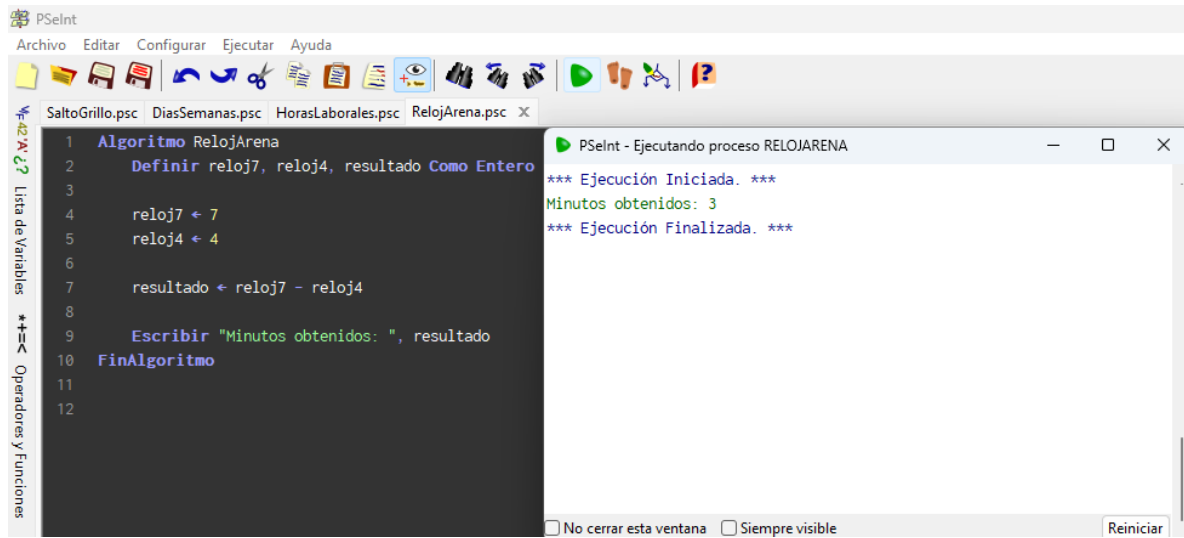
Días Semanas:



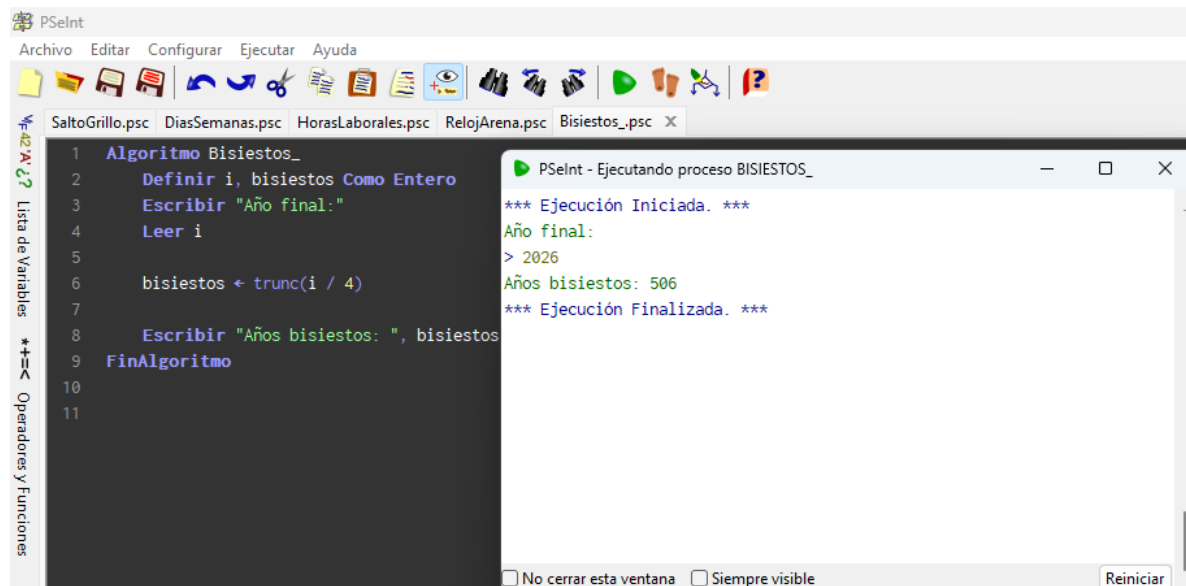
Hora Laborales:



RelojArena:



Años bisiestos:

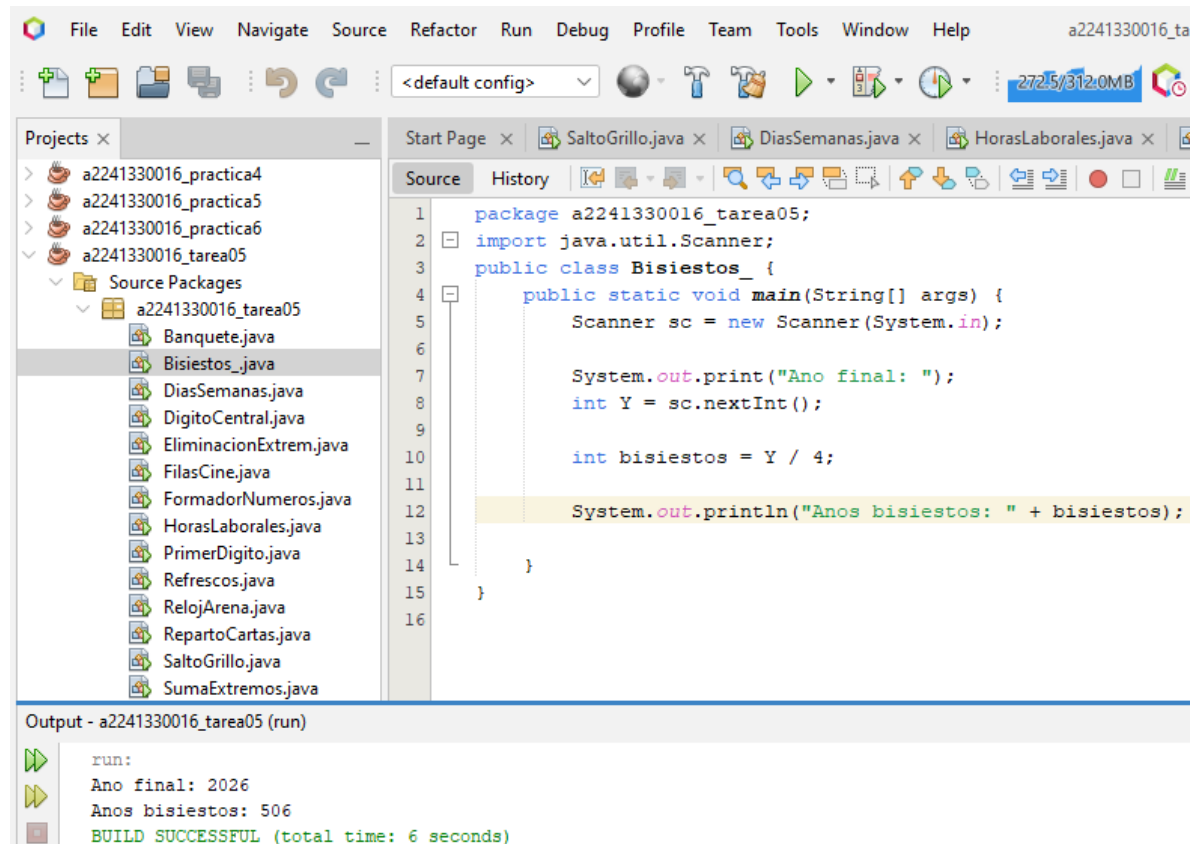


The screenshot shows the PSeInt IDE with a Pascal program named 'Bisiestos.psc'. The program calculates the number of leap years up to a given year. The code is as follows:

```
1 Algoritmo Bisiestos_  
2   Definir i, bisiestos Como Entero  
3   Escribir "Año final:"  
4   Leer i  
5  
6   bisiestos ← trunc(i / 4)  
7  
8   Escribir "Años bisiestos: ", bisiestos  
9 FinAlgoritmo  
10  
11
```

The execution window shows the following output:

```
*** Ejecución Iniciada. ***  
Año final:  
> 2026  
Años bisiestos: 506  
*** Ejecución Finalizada. ***
```



The screenshot shows an IDE with a Java program named 'Bisiestos.java'. The code is as follows:

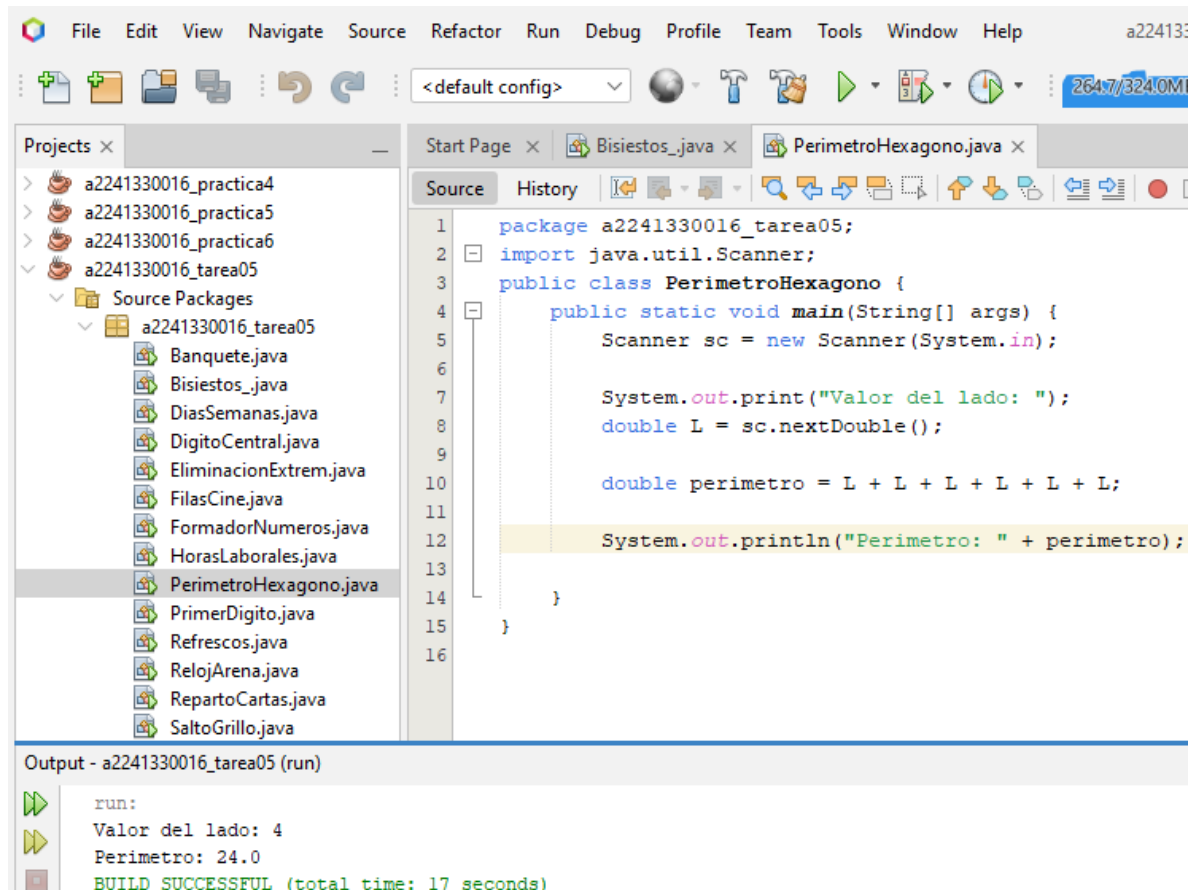
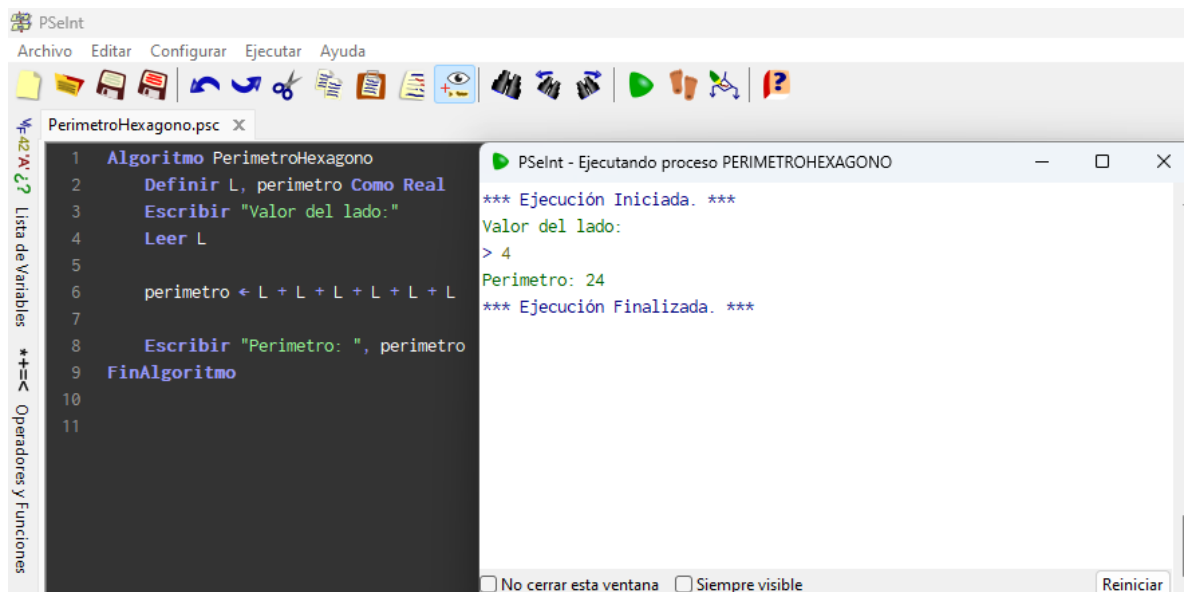
```
1 package a2241330016_tarea05;  
2 import java.util.Scanner;  
3 public class Bisiestos_ {  
4     public static void main(String[] args) {  
5         Scanner sc = new Scanner(System.in);  
6  
7         System.out.print("Año final: ");  
8         int Y = sc.nextInt();  
9  
10        int bisiestos = Y / 4;  
11  
12        System.out.println("Años bisiestos: " + bisiestos);  
13    }  
14 }  
15  
16
```

The IDE shows the project structure with 'Bisiestos.java' selected. The output window shows the following output:

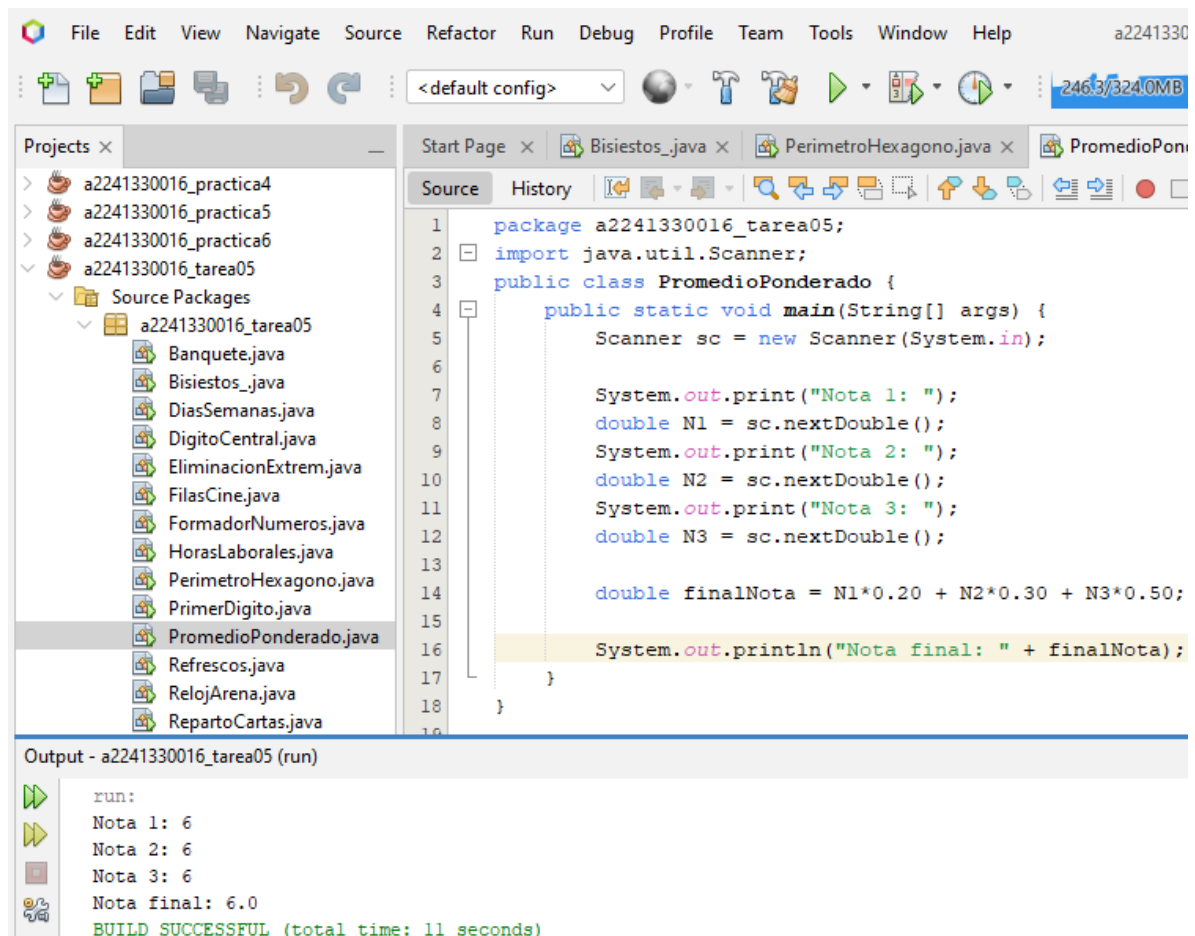
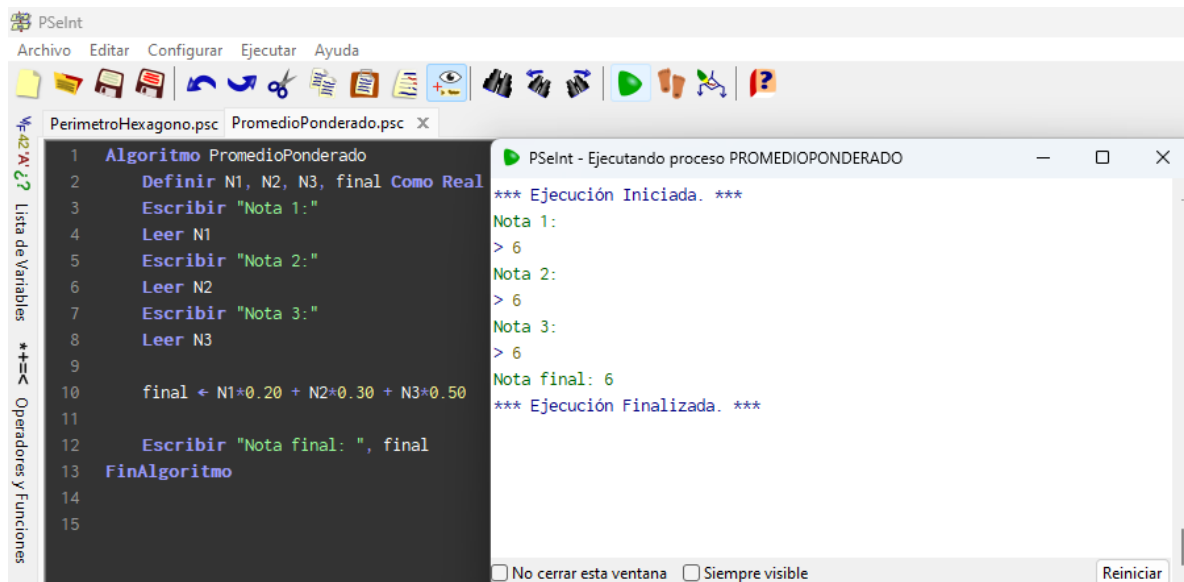
```
run:  
Año final: 2026  
Años bisiestos: 506  
BUILD SUCCESSFUL (total time: 6 seconds)
```

Bloque 4: Geometría y Física

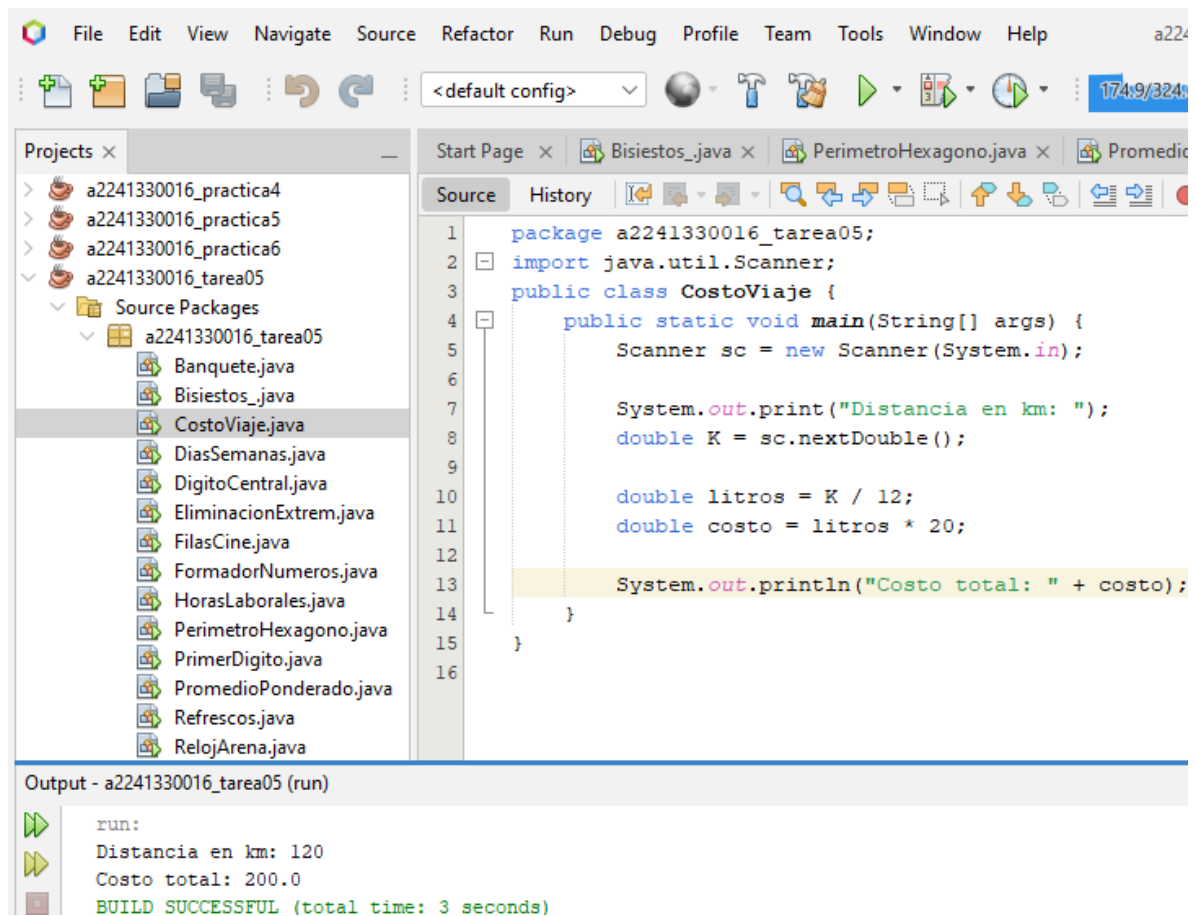
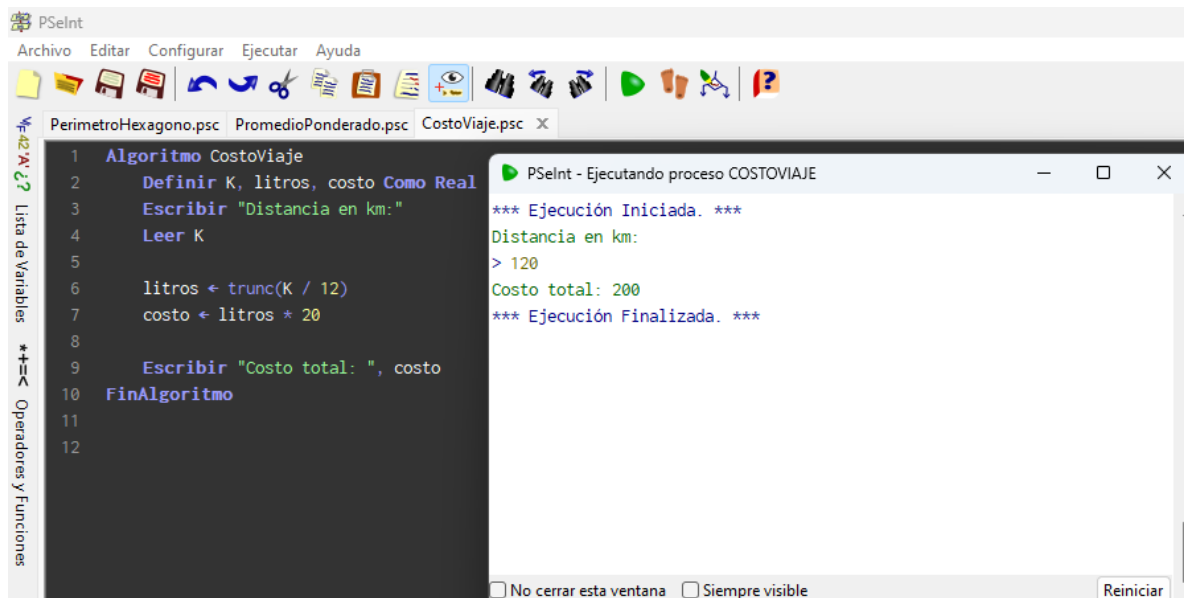
Perímetro Hexágono:



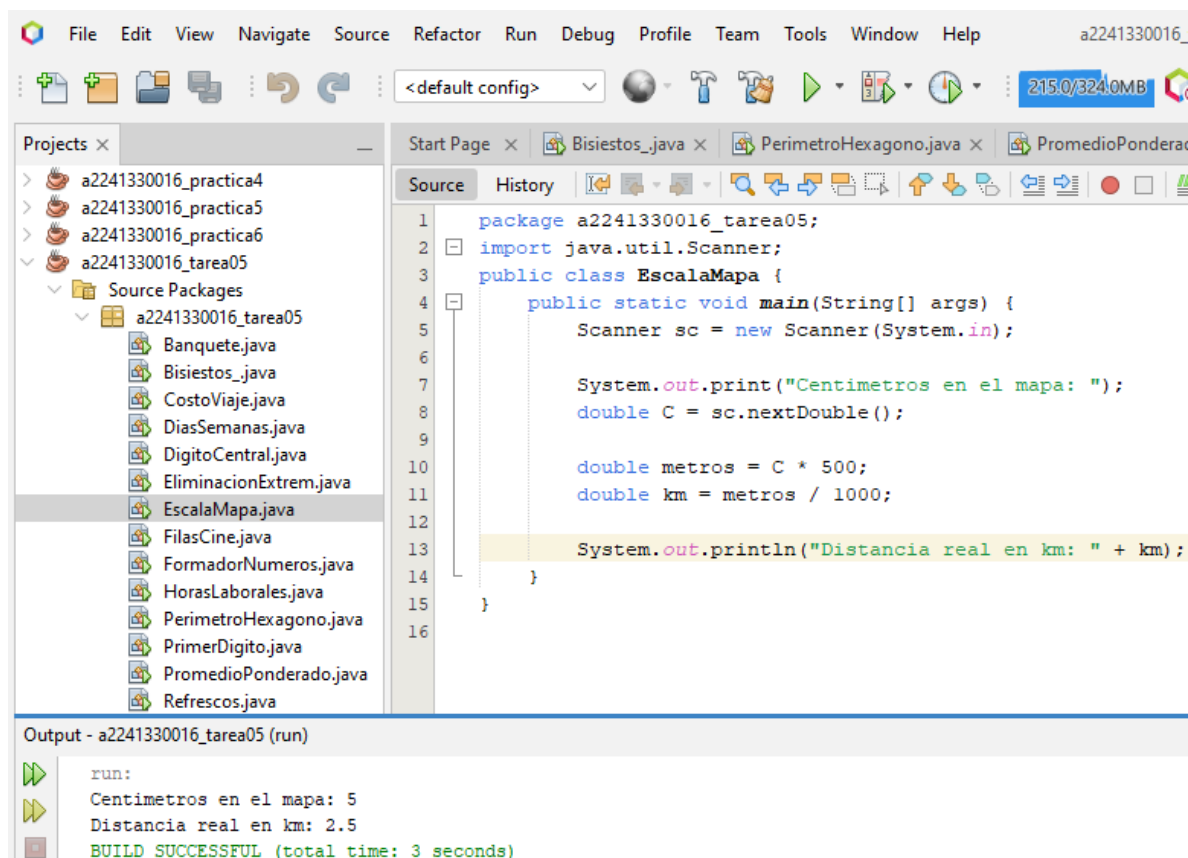
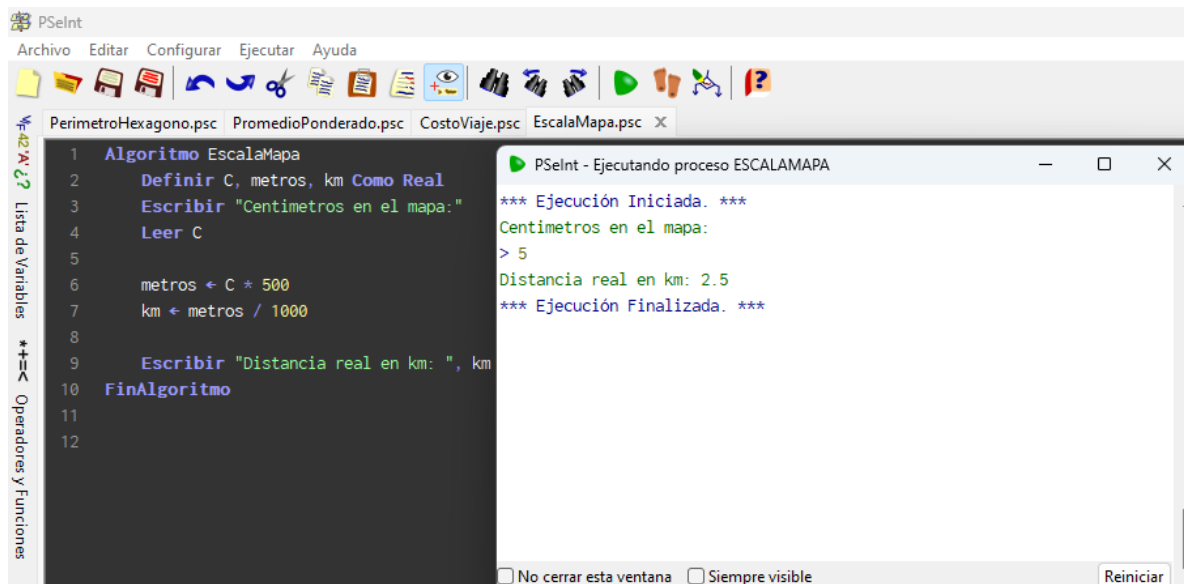
Promedio Ponderado:



Costo Viaje:

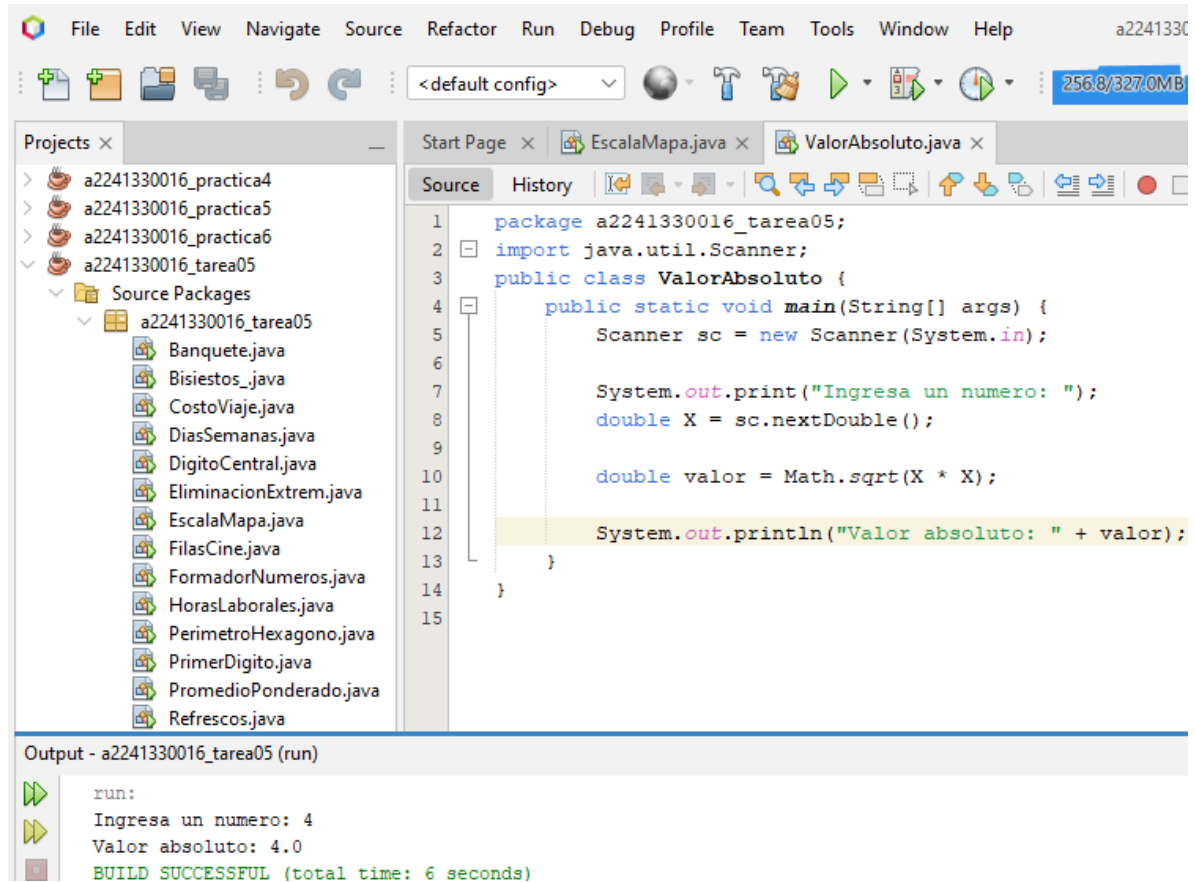
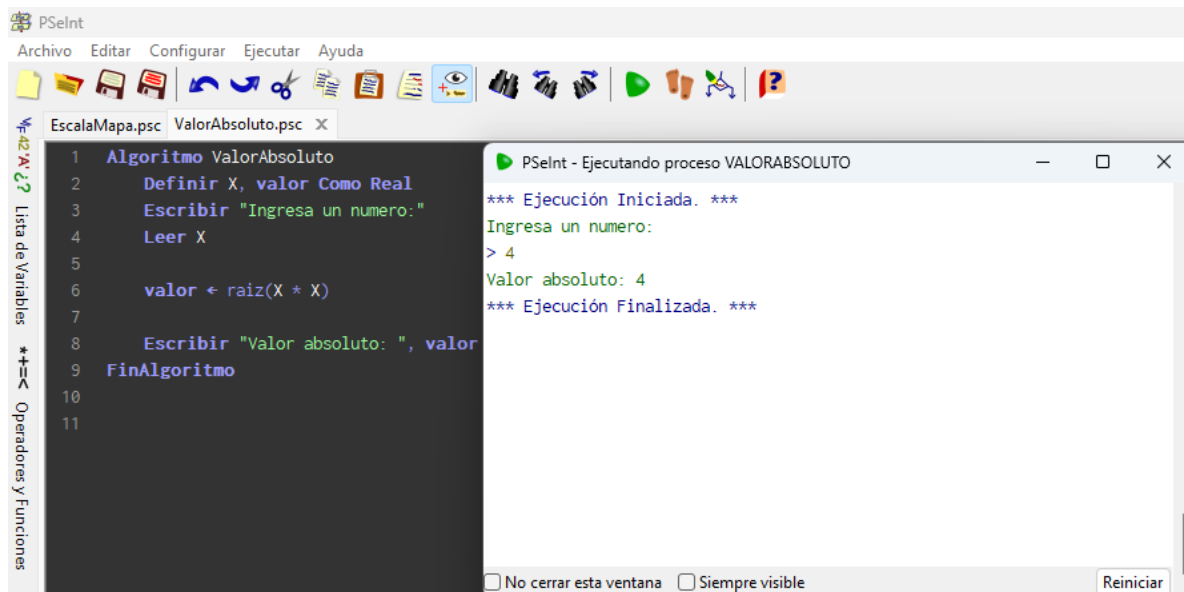


Escala Mapa:



Bloque 5: Trucos Matemáticos

Valor Absoluto:



Complemento:

