

Universidad del Valle de Guatemala

Algoritmos y Estructuras de Datos

Sección 20

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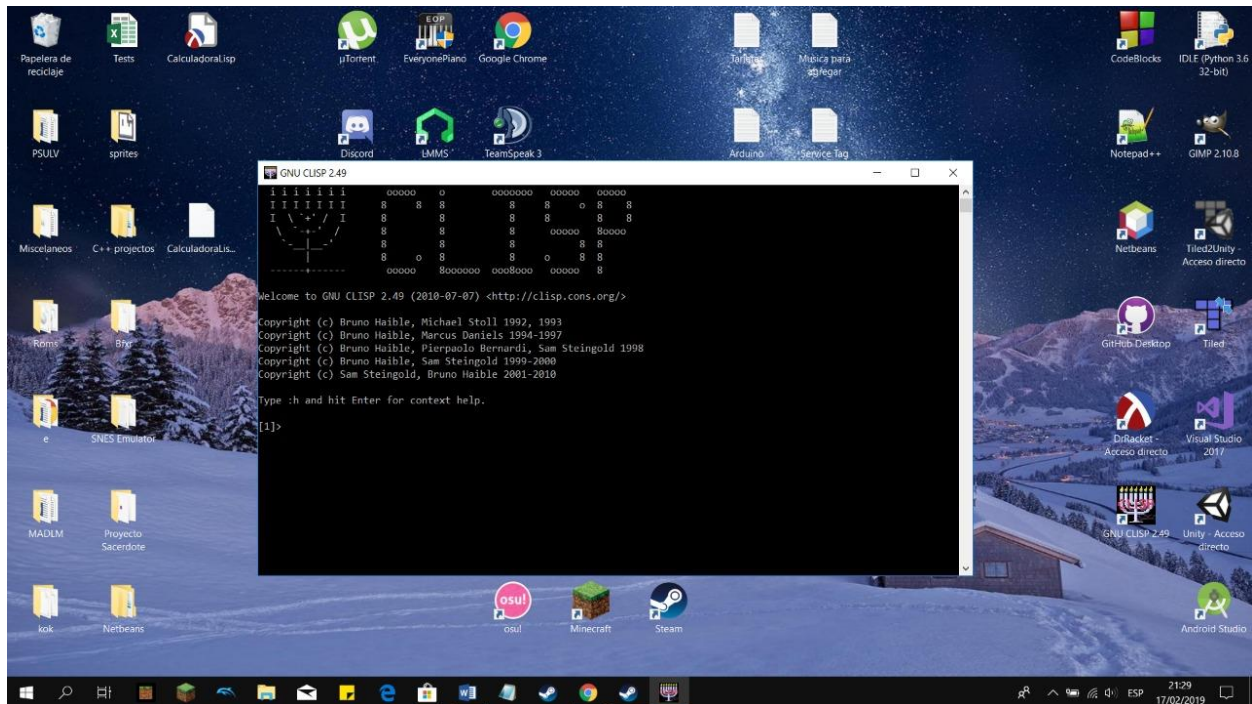
Instructor: Douglas Barrios

Auxiliar: Francisco Molina

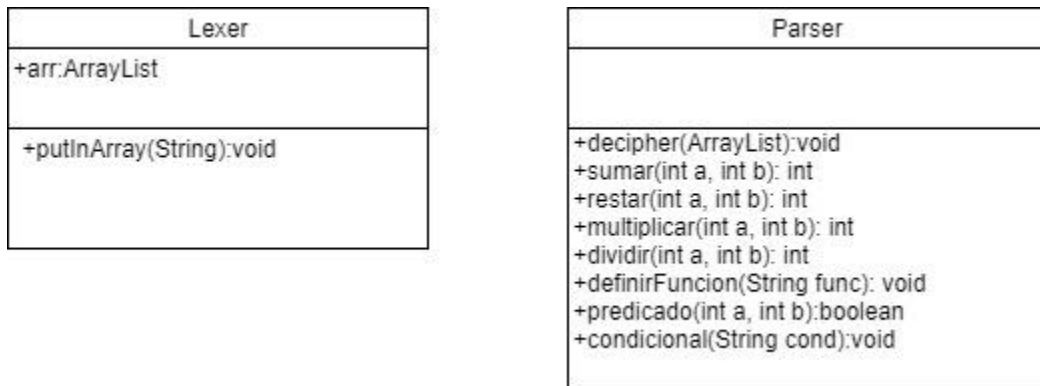
Auxiliar: Luis Delgado

Proyecto #1

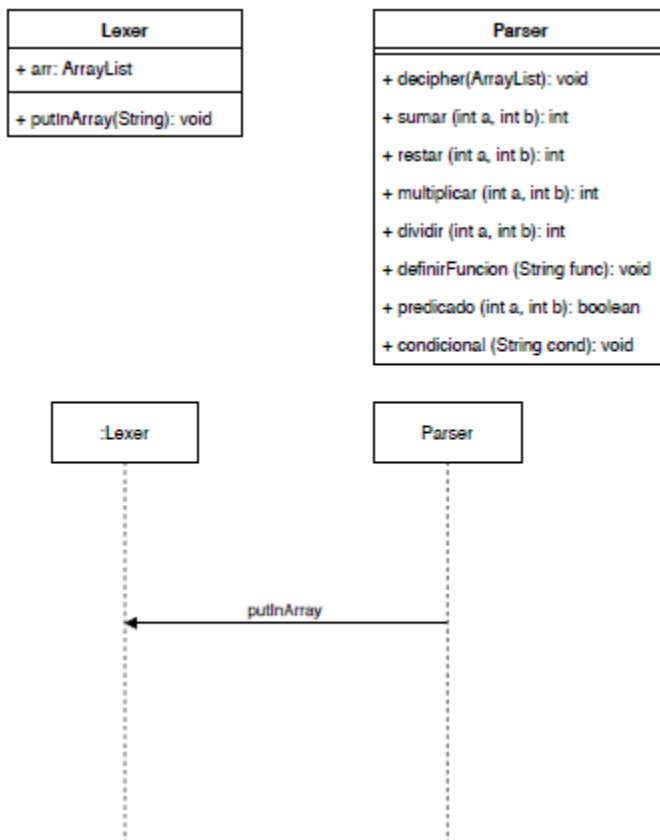
Programa instalado:



UML de clases:



UML de secuencias:



Programa Lisp:

```
1 (defun sumar ()
2 (+ (read) (read)))
3 (defun restar ()
4 (- (read) (read)))
5 (defun multiplicar ()
6 (* (read) (read)))
7 (defun dividir ()
8 (/ (read) (read)))
9
10 (print "Ingrese dos numeros para sumar")
11 (sumar)
12 (print "Ingrese dos numeros para restar")
13 (restar)
14 (print "Ingrese dos numeros para multiplicar")
15 (multiplicar)
16 (print "Ingrese dos numeros para dividir")
17 (dividir)
```

Programa Lisp Corriendo:

```
i i i i i i i 00000 0 0000000 00000 00000
I I I I I I I 8 8 8 8 8 o 8 8
I \ \ '+' / I 8 8 8 8 8 8 8
\ \ -+-' / 8 8 8 00000 80000
 \ -|_-' 8 8 8 8 8
  | 8 o 8 8 o 8 8
-----+----- 00000 8000000 0008000 00000 8

Welcome to GNU CLISP 2.49 (2010-07-07) <http://clisp.cons.org/>

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Type :h and hit Enter for context help.

[1]> (defun sumar()
(+ (read) (read)))
SUMAR
[2]> (print "Ingrese dos numeros para sumar")

"Ingrese dos numeros para sumar"
[3]> (sumar)
4 6
10
[4]> _
```