

CENTRO UNIVERSITARIO DE CIENCIAS EXACTAS E INGENIERÍA



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Clase: Fundamentos De Programación

Clave:I5288 NRC:200274

Profesor: Sanchez Rosario Patricia

Estructura De Control Desde ó “For”

Pseudocodigo

Practica 31

#incluir librerías

principal inicio

entero i, j;

para (i=1; i<=10; inc i)

inicio

imprimir (tabla del “i”)

para (j=1; j<=10; inc j)

inicio

imprimir(i x j = i*j)

fin

sistema (pausa)

regresar

fin

Practica 32

#incluir librerias

entero a=1, b=1

mientras (a<=10)

inicio

imprimir(tabla del “a”)

mientras (b<=10)

inicio

imprimir(a x b = a*b)

b++ fin

a++

fin

regresar

fin

Practica 33

#incluir librerias

entero a=1, b=1

hacer

inicio

imprimir(tabla del “a”)

hacer

inicio

imprimir(a x b = a*b)

b++ fin

mientras(b<=10)

a++

fin

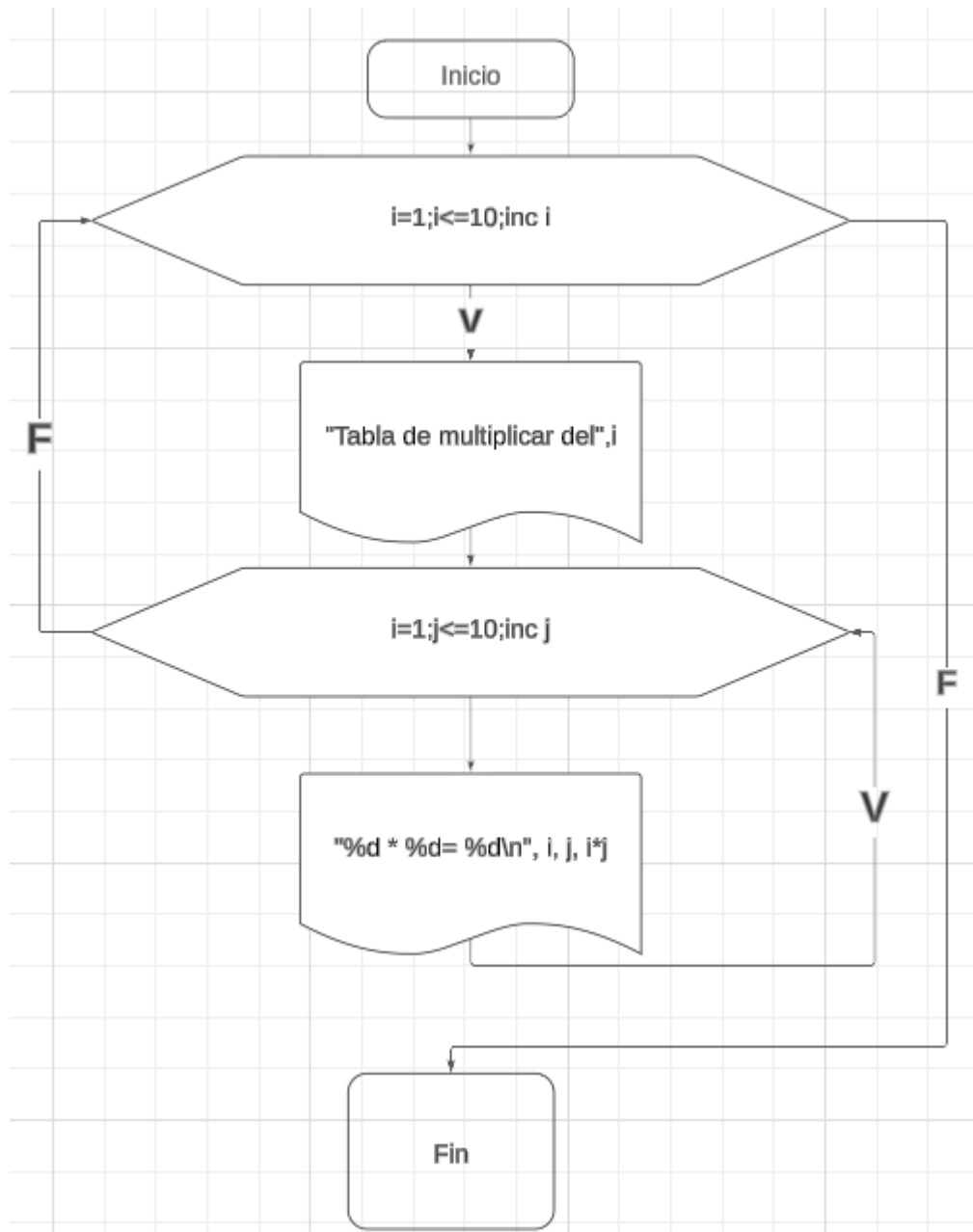
mientras (a<=10)

regresar

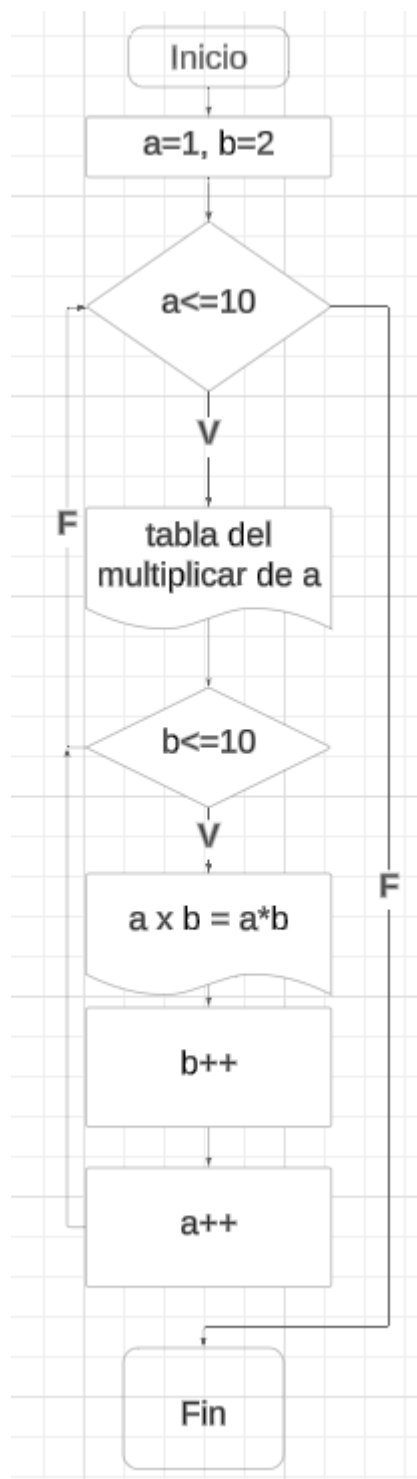
fin

Diagrama de Flujo

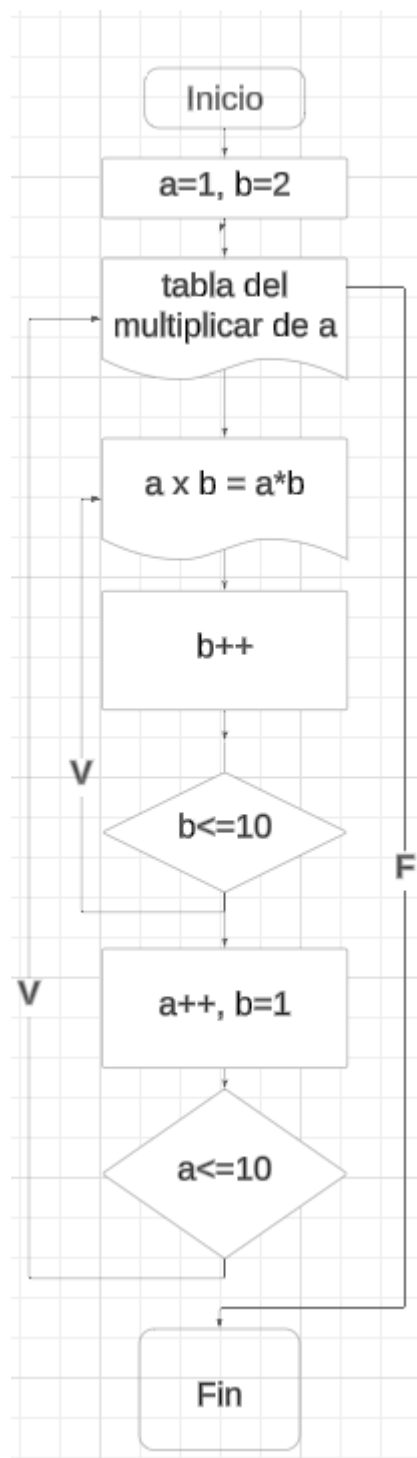
Practica 31



Practica 32



Practica 33



Codigo

```
C practica31.c > main()
1  #include <stdio.h>
2  #include <stdlib.h>
3
4  int main () //practica 31
5  {
6  int i, j;
7  for (i=1;i<=10;i++)
8  {
9      printf("Tabla de multiplicar del %d\n",i);
10     for(j=1;j<=10;j++)
11     {
12         printf("%d x %d = %d\n",i,j,i*j);
13     }
14 }
15 system("PAUSE");
16 return(0);
17 }
```

TERMINAL PROBLEMS OUTPUT DEBUG CONSOLE

```
8 x 3 = 24
8 x 4 = 32
8 x 5 = 40
8 x 6 = 48
8 x 7 = 56
8 x 8 = 64
8 x 9 = 72
8 x 10 = 80
Tabla de multiplicar del 9
9 x 1 = 9
9 x 2 = 18
9 x 3 = 27
9 x 4 = 36
9 x 5 = 45
9 x 6 = 54
9 x 7 = 63
9 x 8 = 72
9 x 9 = 81
9 x 10 = 90
Tabla de multiplicar del 10
10 x 1 = 10
10 x 2 = 20
10 x 3 = 30
10 x 4 = 40
10 x 5 = 50
10 x 6 = 60
10 x 7 = 70
10 x 8 = 80
10 x 9 = 90
10 x 10 = 100
Presione una tecla para continuar . . .
```

C practica32.c > ...

```
1  #include <stdio.h>
2  #include <stdlib.h>
3
4  int main(){
5      int a=1, b=1;
6      while (a<=10)
7      {
8          printf("tabla de multiplicar del %d\n", a);
9          while(b<=10){
10             printf("%d x %d = %d\n",a,b,a*b);
11             b++;
12         }
13         a++;
14         b=1;
15     }
16     return 0;
17 }
18
```

TERMINAL PROBLEMS OUTPUT DEBUG CONSOLE

```
1 x 9 = 9
1 x 10 = 10
tabla de multiplicar del 2
2 x 1 = 2
2 x 2 = 4
2 x 3 = 6
2 x 4 = 8
2 x 5 = 10
2 x 6 = 12
2 x 7 = 14
2 x 8 = 16
2 x 9 = 18
2 x 10 = 20
tabla de multiplicar del 3
3 x 1 = 3
3 x 2 = 6
3 x 3 = 9
3 x 4 = 12
3 x 5 = 15
3 x 6 = 18
3 x 7 = 21
3 x 8 = 24
3 x 9 = 27
3 x 10 = 30
tabla de multiplicar del 4
4 x 1 = 4
4 x 2 = 8
```

C practica33.c > ...

```
1  #include <stdio.h>
2  #include <stdlib.h>
3
4  int main(){
5      int a=1, b=1;
6      do
7      {
8          printf("tabla de multiplicar del %d\n", a);
9          do{
10             printf("%d x %d = %d\n",a,b,a*b);
11             b++;
12             }while(b<=10);
13         a++;
14         b=1;
15     }
16     while (a<=10);
17     return 0;
18 }
```

TERMINAL PROBLEMS OUTPUT DEBUG CONSOLE

```
4 x 6 = 24
4 x 7 = 28
4 x 8 = 32
4 x 9 = 36
4 x 10 = 40
tabla de multiplicar del 5
5 x 1 = 5
5 x 2 = 10
5 x 3 = 15
5 x 4 = 20
5 x 5 = 25
5 x 6 = 30
5 x 7 = 35
5 x 8 = 40
5 x 9 = 45
5 x 10 = 50
tabla de multiplicar del 6
6 x 1 = 6
6 x 2 = 12
6 x 3 = 18
6 x 4 = 24
6 x 5 = 30
6 x 6 = 36
6 x 7 = 42
6 x 8 = 48
6 x 9 = 54
6 x 10 = 60
tabla de multiplicar del 7
7 x 1 = 7
```