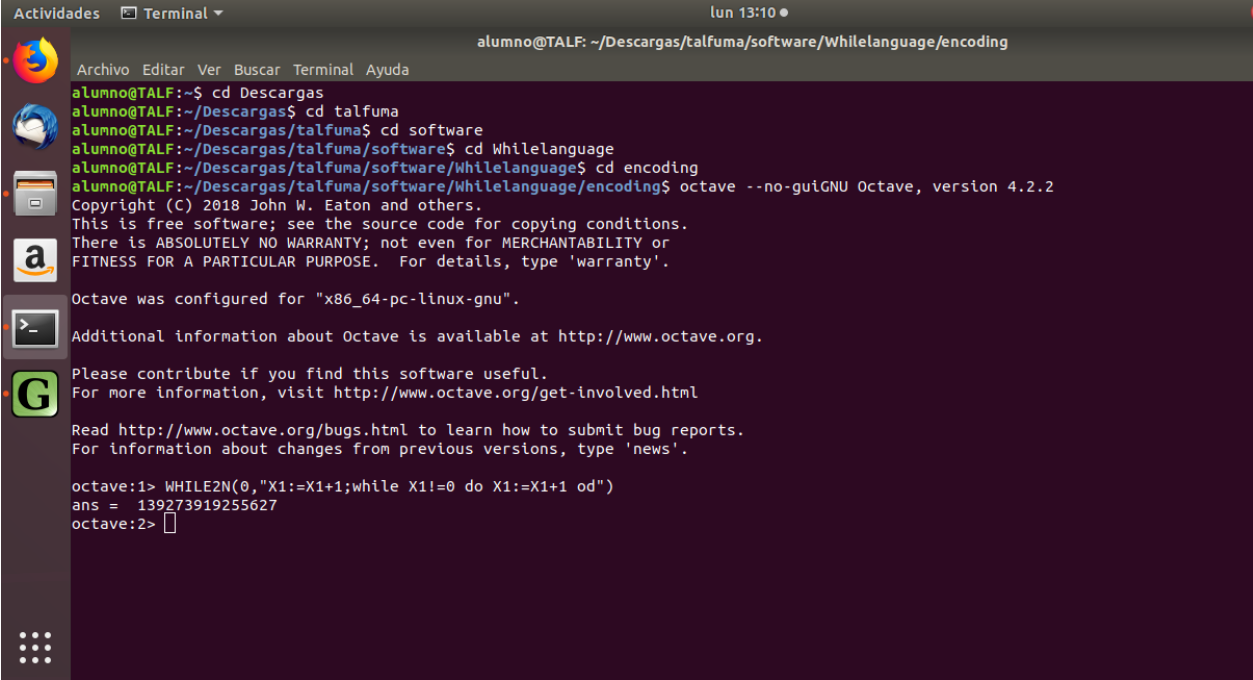


Practica 4

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Salazar del Rio

Ejercicio 1

```
X1:=X1+1
while X1!=0 do
X1:=X1+1
od;
```



```
alumno@TALF:~$ cd Descargas
alumno@TALF:~/Descargas$ cd talfuma
alumno@TALF:~/Descargas/talfuma$ cd software
alumno@TALF:~/Descargas/talfuma/software$ cd Whilelanguage
alumno@TALF:~/Descargas/talfuma/software/Whilelanguage$ cd encoding
alumno@TALF:~/Descargas/talfuma/software/Whilelanguage/encoding$ octave --no-guiGNU Octave, version 4.2.2
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This is free software; see the source code for copying conditions.
There is ABSOLUTELY NO WARRANTY; not even for MERCHANTABILITY or
FITNESS FOR A PARTICULAR PURPOSE. For details, type 'warranty'.

Octave was configured for "x86_64-pc-linux-gnu".

Additional information about Octave is available at http://www.octave.org.

Please contribute if you find this software useful.
For more information, visit http://www.octave.org/get-involved.html

Read http://www.octave.org/bugs.html to learn how to submit bug reports.
For information about changes from previous versions, type 'news'.

octave:1> WHILE2N(0,"X1:=X1+1;while X1!=0 do X1:=X1+1 od")
ans = 139273919255627
octave:2>
```

While Divergente

Ejercicio 2

```
function Vectores()
    i=0;
    while (i>=0)
        disp(['(' num2str(godelencoding(i)) ')'])
        i=i+1;
    endwhile
end
```

```

()
(0)
(0 0)
(1)
(0 0 0)
(1 0)
(2)
(0 0 0 0)
(1 0 0)
(0 1)
(3)
(0 0 0 0 0)
(1 0 0 0)
(0 0 1)
(2 0)
(4)
(0 0 0 0 0 0)
(1 0 0 0 0)
(0 0 0 1)
(0 1 0)
(1 1)
(5)
(0 0 0 0 0 0 0)
-- less -- (f)orward, (b)ack, (q)uit...

```

Print Vectores

Ejercicio 3

```
function While()
    i=0;
    while(i>=0)
        disp(N2WHILE(i))
        i=i+1;
    endwhile
end
```

```
(0, X1:=0)
(1, X1:=0)
(0, X1:=0; X1:=0)
(2, X1:=0)
(1, X1:=0; X1:=0)
(0, X1:=X1)
(3, X1:=0)
(2, X1:=0; X1:=0)
(1, X1:=X1)
(0, X1:=0; X1:=0; X1:=0)
(4, X1:=0)
(3, X1:=0; X1:=0)
(2, X1:=X1)
(1, X1:=0; X1:=0; X1:=0)
(0, X1:=X1; X1:=0)
(5, X1:=0)
(4, X1:=0; X1:=0)
(3, X1:=X1)
(2, X1:=0; X1:=0; X1:=0)
(1, X1:=X1; X1:=0)
(0, X1:=X1+1)
(6, X1:=0)
(5, X1:=0; X1:=0)
(4, X1:=X1)
(3, X1:=0; X1:=0; X1:=0)
(2, X1:=X1; X1:=0)
(1, X1:=X1+1)
(0, X1:=0; X1:=0; X1:=0; X1:=0)
-- less -- (f)orward, (b)ack, (q)uit
```