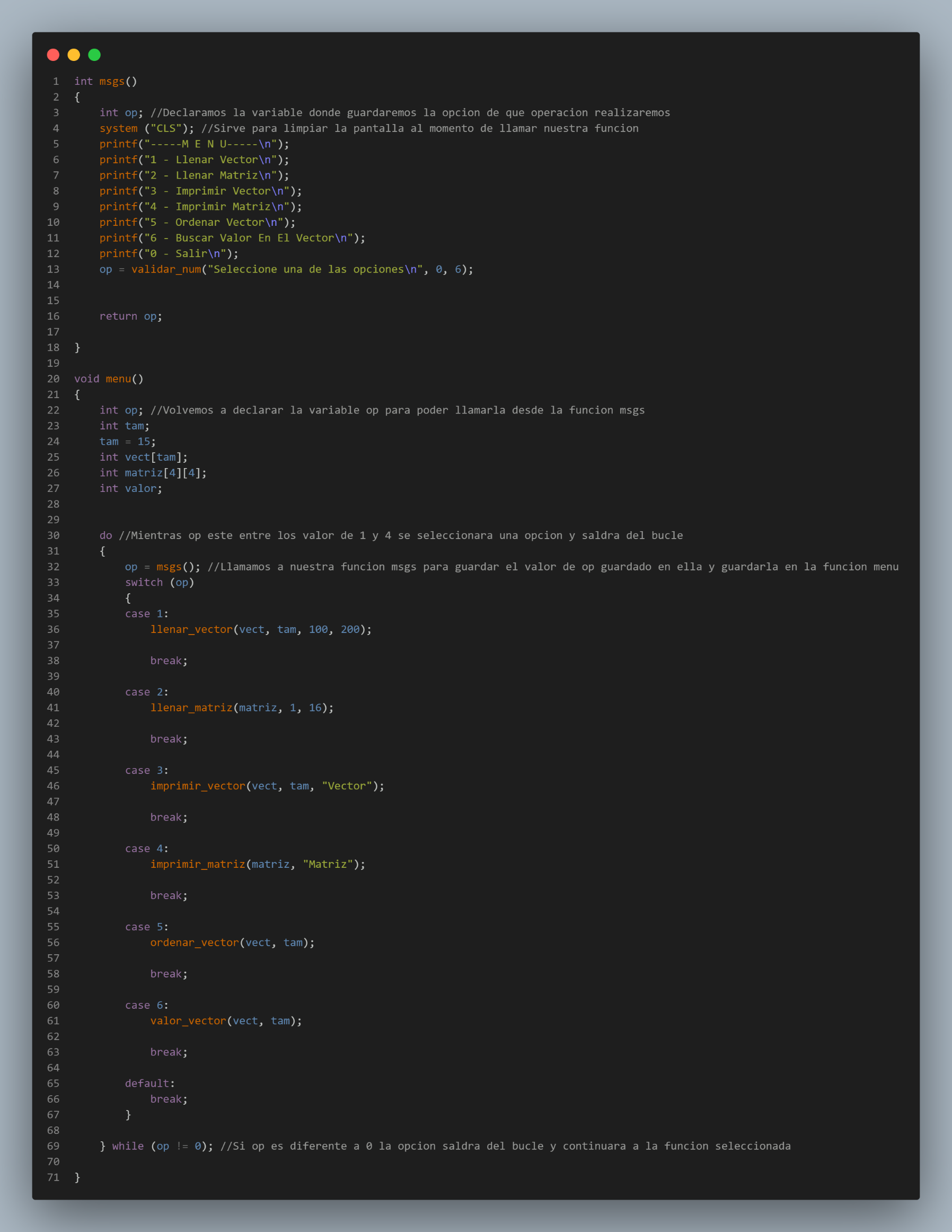
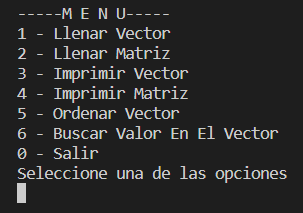
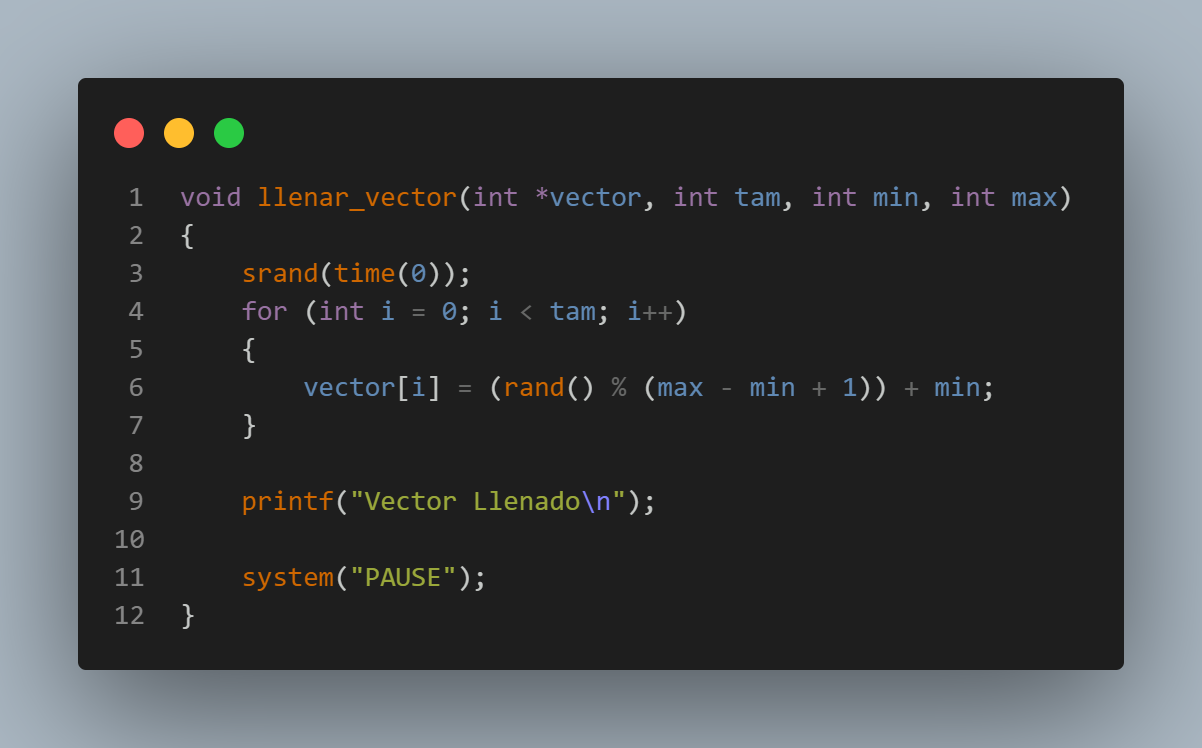
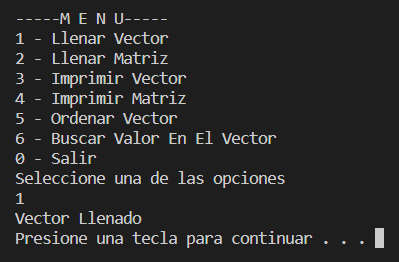
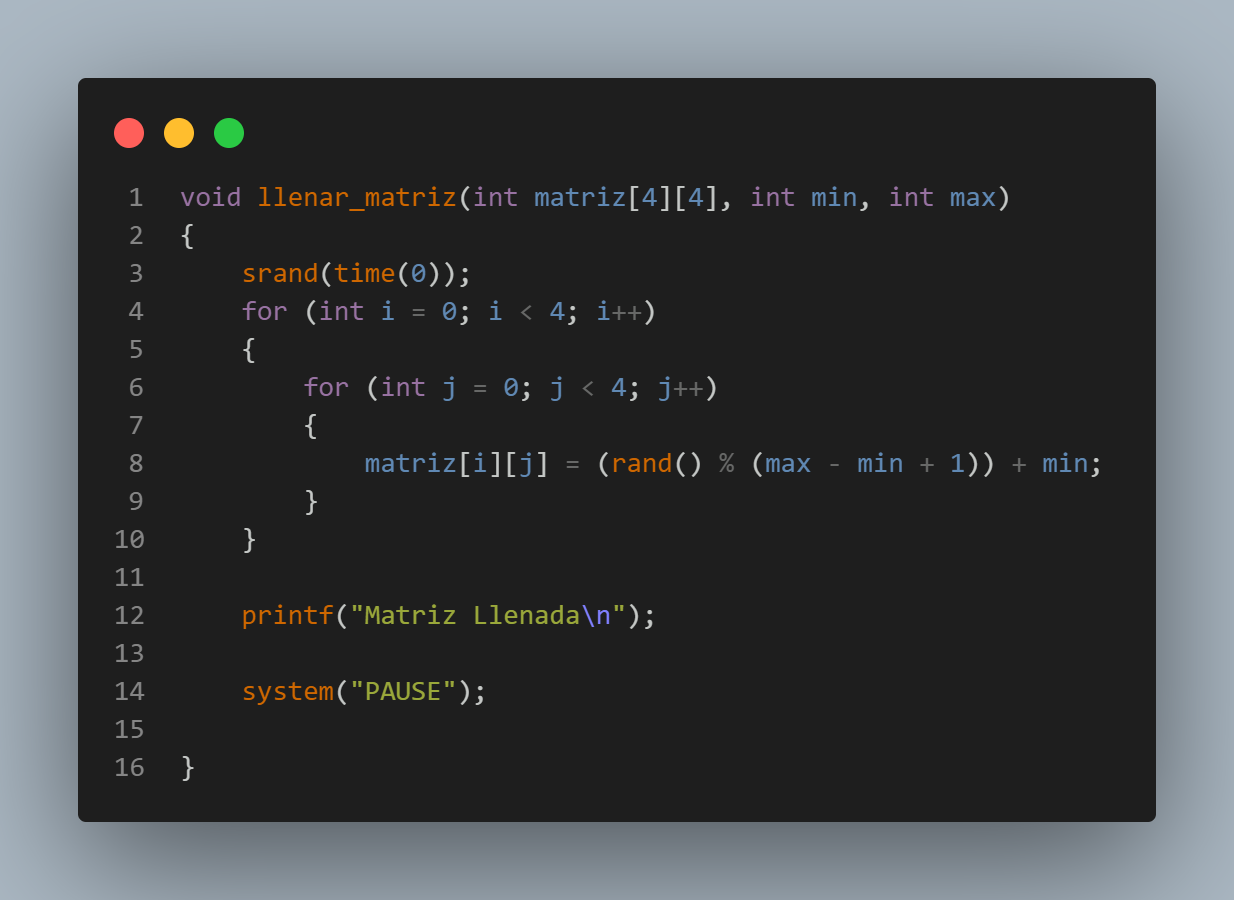
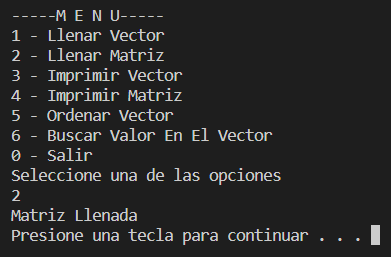
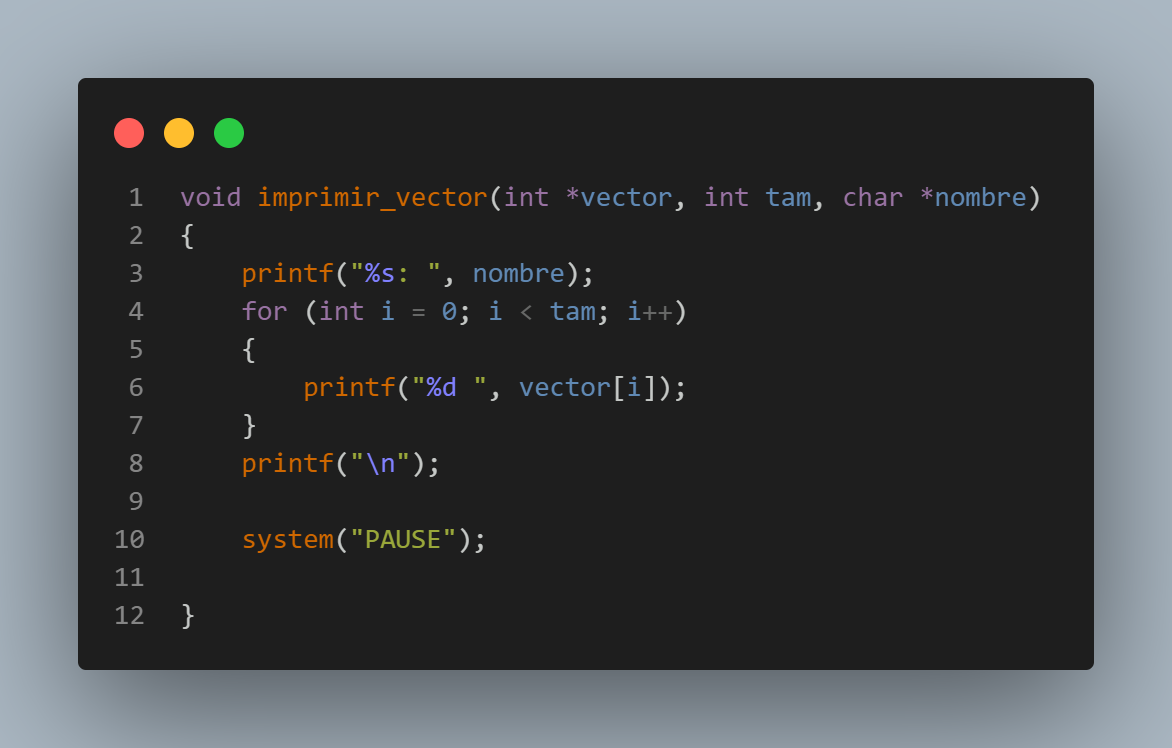
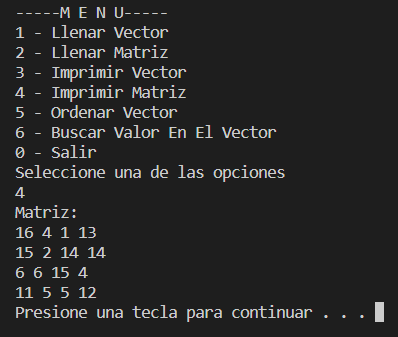
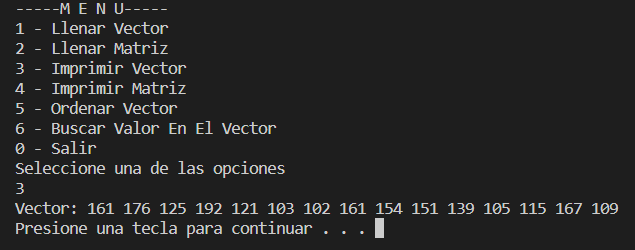
| **Ingeniero en computación**  **Ingeniero en Software y tecnologías emergentes**  **Materia:** Programación Estructurada / Clave **36276**  **Alumno:** Eliel Alfonso Ontiveros Ojeda  **Matrícula:** 368746  **Maestro:** Pedro Núñez Yépiz  **Actividad No. :** 9 (ANEXO)  **Tema - Unidad :** FUNCIONES y MÉTODOS DE ORDENACIÓN Y BÚSQUEDA  **Ensenada Baja California a 08 de octubre del 2023** |
| --- |

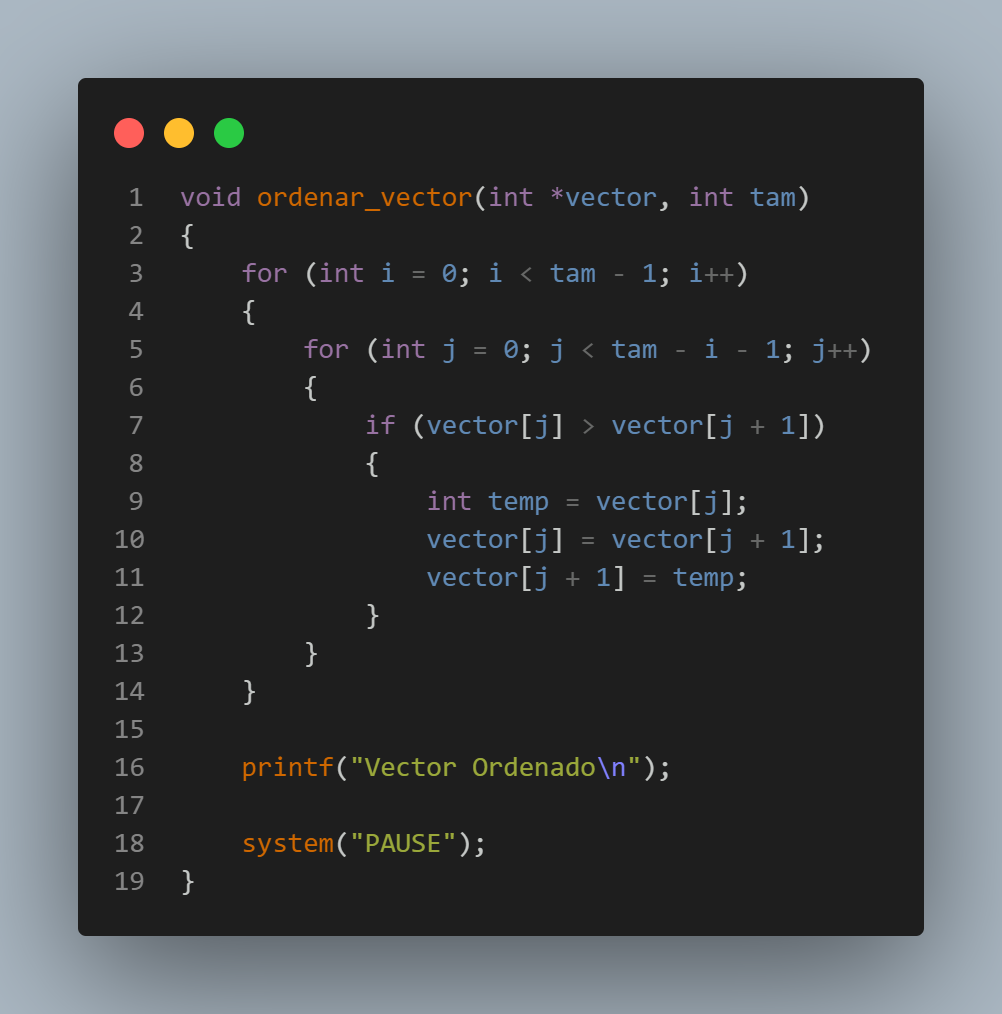


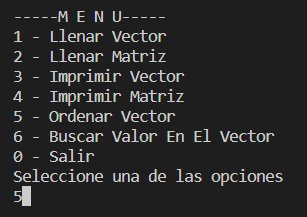
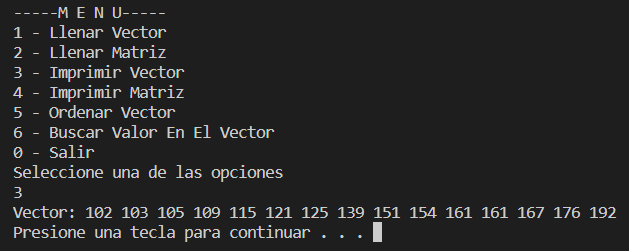












**Vector Ordenado**

