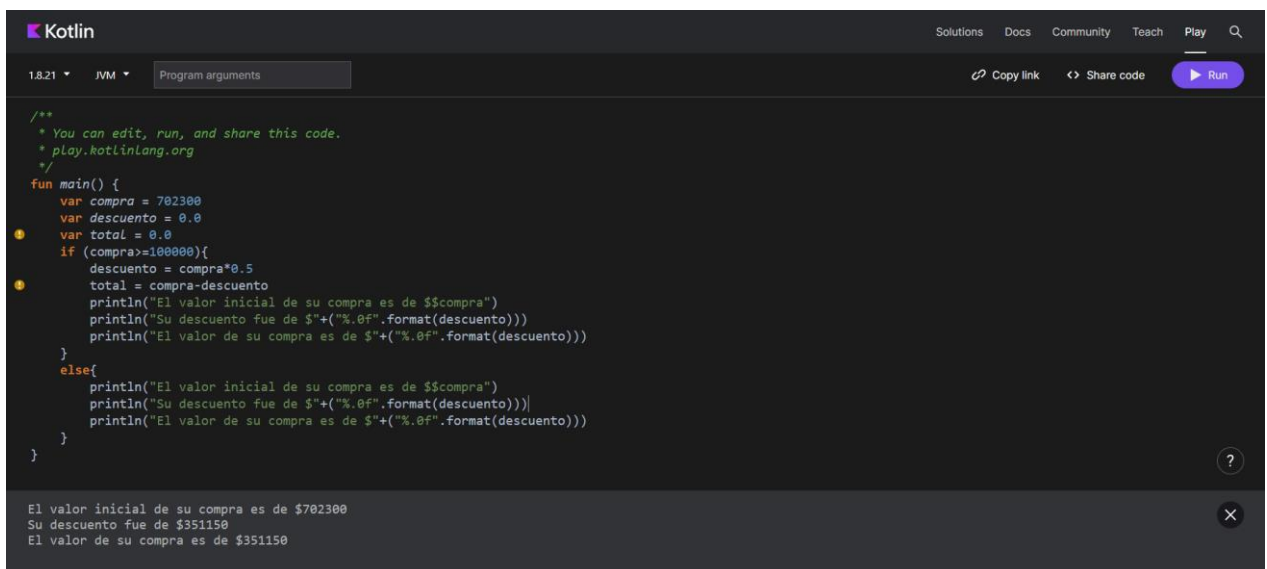


# EJERCICIO 1

```
fun main() {  
    var compra = 702300  
    var descuento = 0.0  
    var total = 0.0  
    if (compra >= 100000){  
        descuento = compra*0.5  
        total = compra-descuento  
        println("El valor inicial de su compra es de $$compra")  
        println("Su descuento fue de $"+"%.0f".format(descuento)))  
        println("El valor de su compra es de $"+"%.0f".format(total)))  
    }  
    else{  
        println("El valor inicial de su compra es de $$compra")  
        println("Su descuento fue de $"+"%.0f".format(descuento)))  
        println("El valor de su compra es de $"+"%.0f".format(total)))  
    }  
}
```



The screenshot shows the Kotlin Playground interface. At the top, there's a header with the Kotlin logo and navigation links: Solutions, Docs, Community, Teach, Play, and a search icon. Below the header, there's a toolbar with a version selector (1.8.21), a JVM selector, a text input field for "Program arguments", and buttons for "Copy link", "Share code", and "Run". The main area contains the Kotlin code from the exercise, with syntax highlighting. The code is as follows:

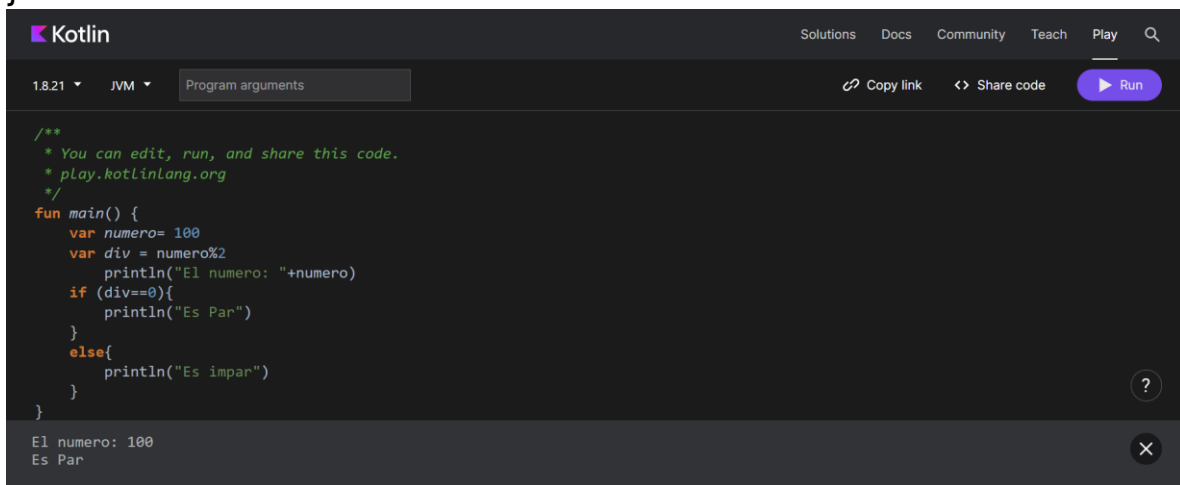
```
/**  
 * You can edit, run, and share this code.  
 * play.kotlinlang.org  
 */  
fun main() {  
    var compra = 702300  
    var descuento = 0.0  
    var total = 0.0  
    if (compra >= 100000){  
        descuento = compra*0.5  
        total = compra-descuento  
        println("El valor inicial de su compra es de $$compra")  
        println("Su descuento fue de $"+"%.0f".format(descuento)))  
        println("El valor de su compra es de $"+"%.0f".format(descuento)))  
    }  
    else{  
        println("El valor inicial de su compra es de $$compra")  
        println("Su descuento fue de $"+"%.0f".format(descuento)))  
        println("El valor de su compra es de $"+"%.0f".format(descuento)))  
    }  
}
```

At the bottom, there's a console output area showing the results of the program execution:

```
El valor inicial de su compra es de $702300  
Su descuento fue de $351150  
El valor de su compra es de $351150
```

# EJERCICIO 2

```
fun main() {  
    var numero= 100  
    var div = numero%2  
    println("El numero: "+numero)  
    if (div==0){  
        println("Es Par")  
    }  
    else{  
        println("Es impar")  
    }  
}
```



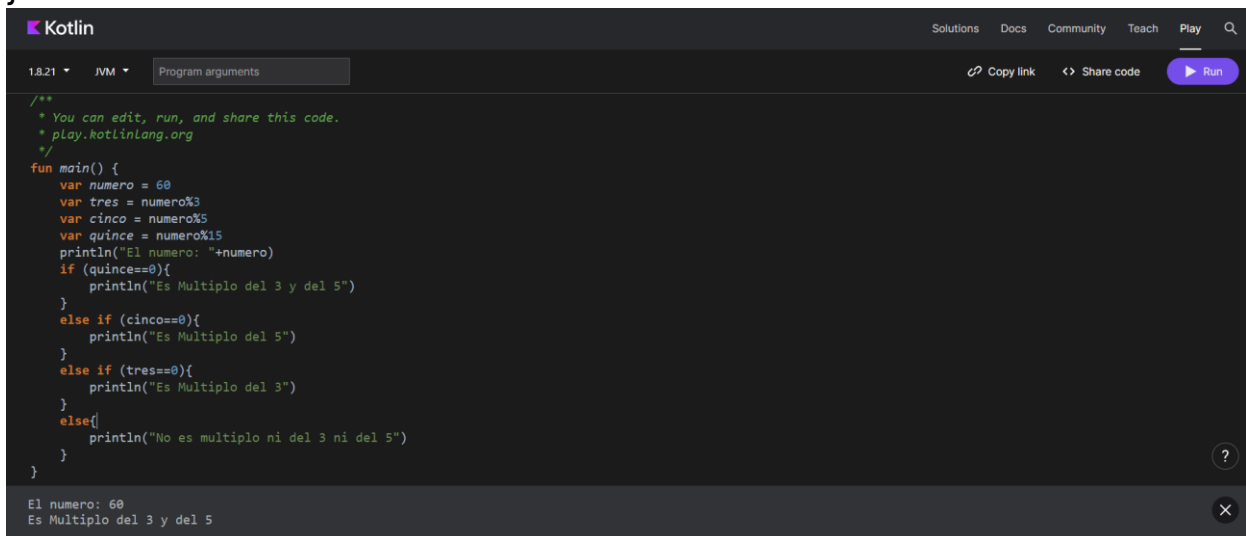
The screenshot shows the Kotlin Playground interface. At the top, there's a navigation bar with links for Solutions, Docs, Community, Teach, and Play. Below this, the Kotlin version is set to 1.8.21 and the target is JVM. The code editor contains the following Kotlin code:

```
/**  
 * You can edit, run, and share this code.  
 * play.kotlinlang.org  
 */  
fun main() {  
    var numero= 100  
    var div = numero%2  
    println("El numero: "+numero)  
    if (div==0){  
        println("Es Par")  
    }  
    else{  
        println("Es impar")  
    }  
}
```

Below the code editor, the output of the program is displayed: "El numero: 100" and "Es Par".

# EJERCICIO 3

```
fun main() {  
    var numero = 60  
    var tres = numero%3  
    var cinco = numero%5  
    var quince = numero%15  
    println("El numero: "+numero)  
    if (quince==0){  
        println("Es Multiplo del 3 y del 5")  
    }  
    else if (cinco==0){  
        println("Es Multiplo del 5")  
    }  
    else if (tres==0){  
        println("Es Multiplo del 3")  
    }  
    else{  
        println("No es multiplo ni del 3 ni del 5")  
    }  
}
```

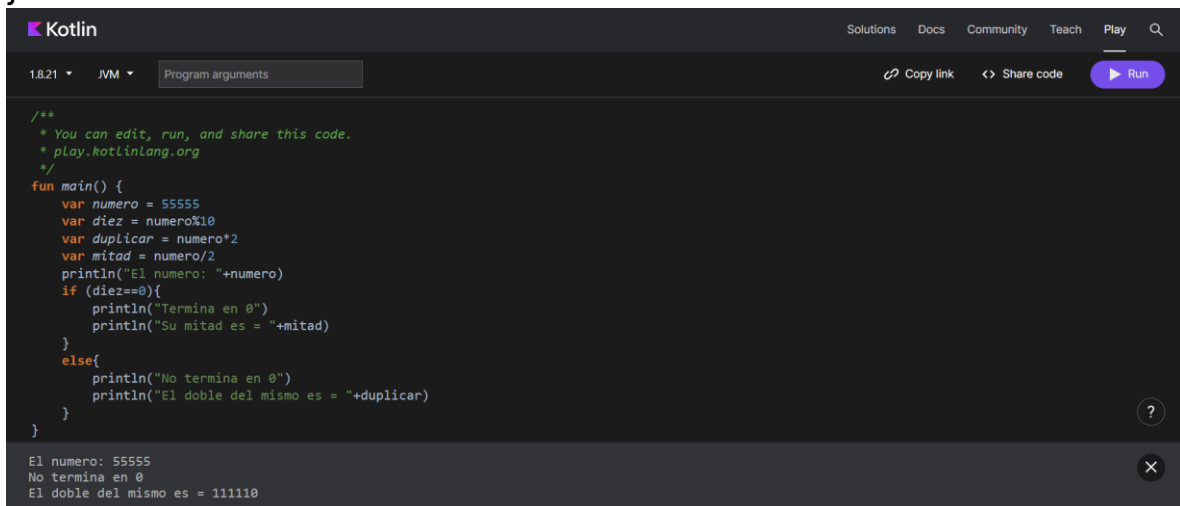


The screenshot shows the Kotlin Playground interface. At the top, there are tabs for Solutions, Docs, Community, Teach, and Play. Below the tabs, the Kotlin version is 1.8.21 and the JVM target is selected. The code editor contains the same Kotlin code as shown in the previous block. To the right of the editor are buttons for Copy link, Share code, and Run. The Run button is highlighted in purple. Below the code editor, the output console shows the results of the program execution: "El numero: 60" and "Es Multiplo del 3 y del 5".

```
1.8.21 JVM Program arguments  
Copy link Share code Run  
/**  
 * You can edit, run, and share this code.  
 * play.kotlinlang.org  
 */  
fun main() {  
    var numero = 60  
    var tres = numero%3  
    var cinco = numero%5  
    var quince = numero%15  
    println("El numero: "+numero)  
    if (quince==0){  
        println("Es Multiplo del 3 y del 5")  
    }  
    else if (cinco==0){  
        println("Es Multiplo del 5")  
    }  
    else if (tres==0){  
        println("Es Multiplo del 3")  
    }  
    else{  
        println("No es multiplo ni del 3 ni del 5")  
    }  
}  
El numero: 60  
Es Multiplo del 3 y del 5
```

# EJERCICIO 4

```
fun main() {  
    var numero = 55555  
    var diez = numero%10  
    var duplicar = numero*2  
    var mitad = numero/2  
    println("El numero: "+numero)  
        if (diez==0){  
            println("Termina en 0")  
            println("Su mitad es = "+mitad)  
        }  
    else{  
        println("No termina en 0")  
        println("El doble del mismo es = "+duplicar)  
    }  
}
```



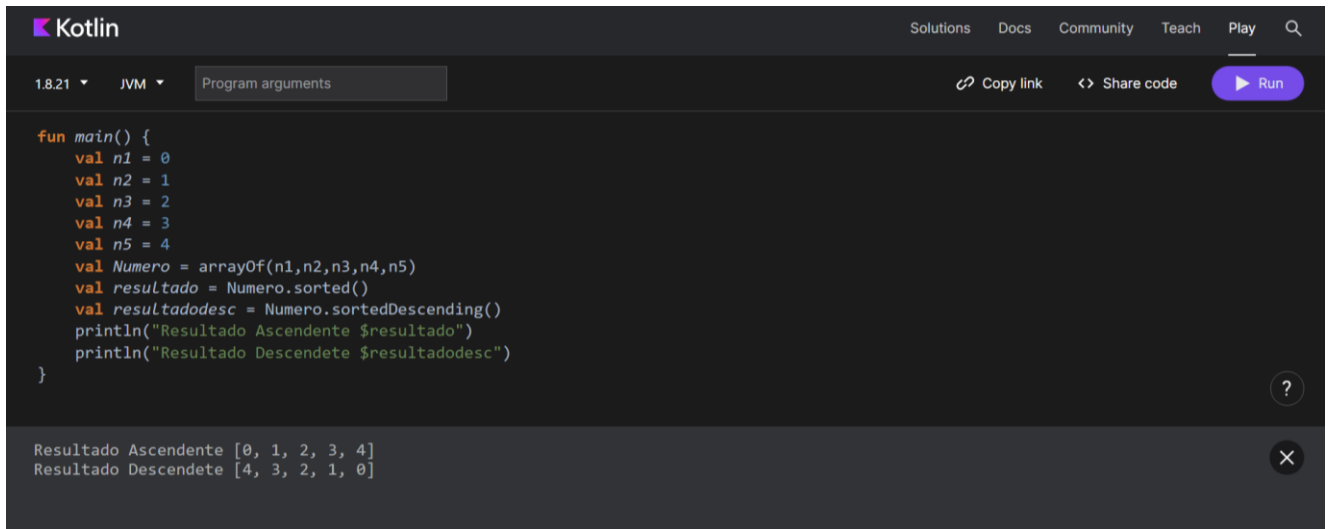
The screenshot shows the Kotlin Playground interface. At the top, there's a header with the Kotlin logo and navigation links: Solutions, Docs, Community, Teach, Play, and a search icon. Below the header, there's a toolbar with a version selector (1.8.21), a JVM selector, a text input for program arguments, and buttons for Copy link, Share code, and Run. The main editor area contains the Kotlin code from the previous block, with syntax highlighting. At the bottom, there's a console output area showing the results of the program execution: "El numero: 55555", "No termina en 0", and "El doble del mismo es = 111110".

```
Kotlin  
Solutions Docs Community Teach Play  
1.8.21 JVM Program arguments Copy link Share code Run  
/**  
 * You can edit, run, and share this code.  
 * play.kotlinlang.org  
 */  
fun main() {  
    var numero = 55555  
    var diez = numero%10  
    var duplicar = numero*2  
    var mitad = numero/2  
    println("El numero: "+numero)  
    if (diez==0){  
        println("Termina en 0")  
        println("Su mitad es = "+mitad)  
    }  
    else{  
        println("No termina en 0")  
        println("El doble del mismo es = "+duplicar)  
    }  
}
```

El numero: 55555  
No termina en 0  
El doble del mismo es = 111110

# EJERCICIO 5

```
fun main() {  
    val n1 = 0  
    val n2 = 1  
    val n3 = 2  
    val n4 = 3  
    val n5 = 4  
  
        val Numero = arrayOf(n1,n2,n3,n4,n5)  
    val resultado = Numero.sorted()  
    val resultadodesc = Numero.sortedDescending()  
    println("Resultado Ascendente $resultado")  
    println("Resultado Descendete $resultadodesc")  
}
```



The screenshot shows the Kotlin Playground interface. At the top, there's a header with the Kotlin logo and navigation links: Solutions, Docs, Community, Teach, Play, and a search icon. Below the header, there's a toolbar with a version selector (1.8.21), a JVM selector, a text input field for "Program arguments", and buttons for "Copy link", "Share code", and "Run". The main area contains the Kotlin code from the exercise, which has been executed. At the bottom, the output console shows the results: "Resultado Ascendente [0, 1, 2, 3, 4]" and "Resultado Descendete [4, 3, 2, 1, 0]".

```
Kotlin
```

Solutions Docs Community Teach Play

1.8.21 JVM Program arguments Copy link Share code Run

```
fun main() {  
    val n1 = 0  
    val n2 = 1  
    val n3 = 2  
    val n4 = 3  
    val n5 = 4  
  
    val Numero = arrayOf(n1,n2,n3,n4,n5)  
    val resultado = Numero.sorted()  
    val resultadodesc = Numero.sortedDescending()  
    println("Resultado Ascendente $resultado")  
    println("Resultado Descendete $resultadodesc")  
}
```

Resultado Ascendente [0, 1, 2, 3, 4]  
Resultado Descendete [4, 3, 2, 1, 0]

# EJERCICIO 7