

EJERCICIO 3

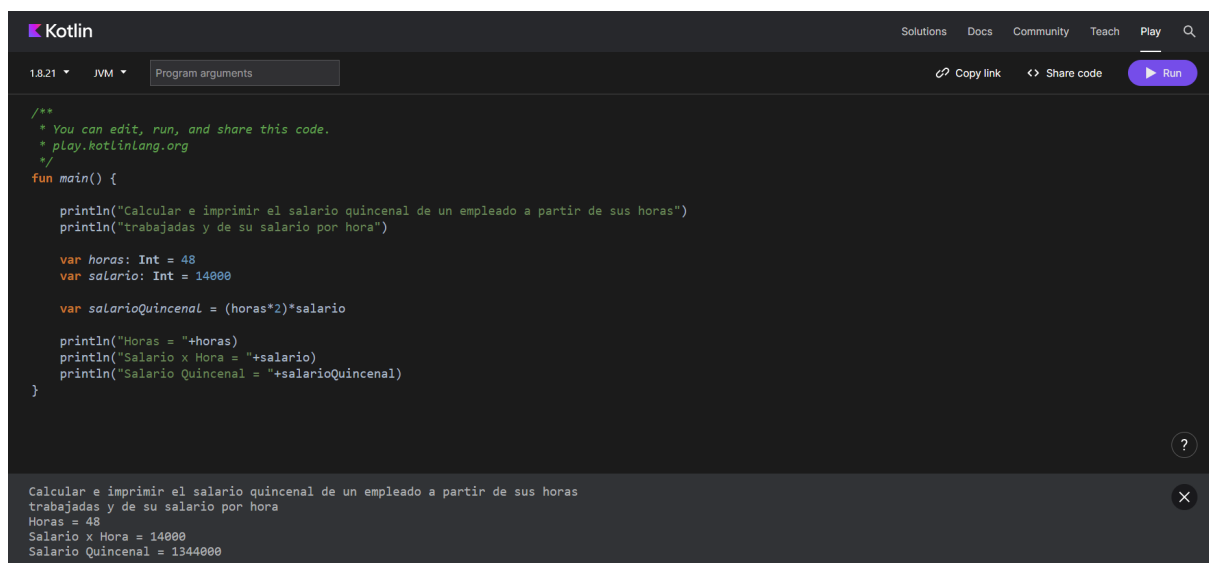
```
fun main() {  
  
    println("Hallar e imprimir el area de un triangulo")  
  
    var base: Double = 5.0  
    var altura: Double = 7.0  
  
    var area = (base*altura)/2  
  
    println("Area = "+area)  
}
```

```
/**  
 * You can edit, run, and share this code.  
 * play.kotlinlang.org  
 */  
fun main() {  
  
    println("Hallar e imprimir el area de un triangulo")  
  
    var base: Double = 5.0  
    var altura: Double = 7.0  
  
    var area = (base*altura)/2  
  
    println("Area = "+area)  
}
```

```
Hallar e imprimir el area de un triangulo  
Area = 17.5
```

EJERCICIO 4

```
fun main() {  
  
    println("Calcular e imprimir el salario quincenal de un empleado a partir de sus  
horas")  
    println("trabajadas y de su salario por hora")  
  
    var horas: Int = 48  
    var salario: Int = 14000  
  
    var salarioQuincenal = (horas*2)*salario  
  
    println("Horas = "+horas)  
    println("Salario x Hora = "+salario)  
    println("Salario Quincenal = "+salarioQuincenal)  
}
```



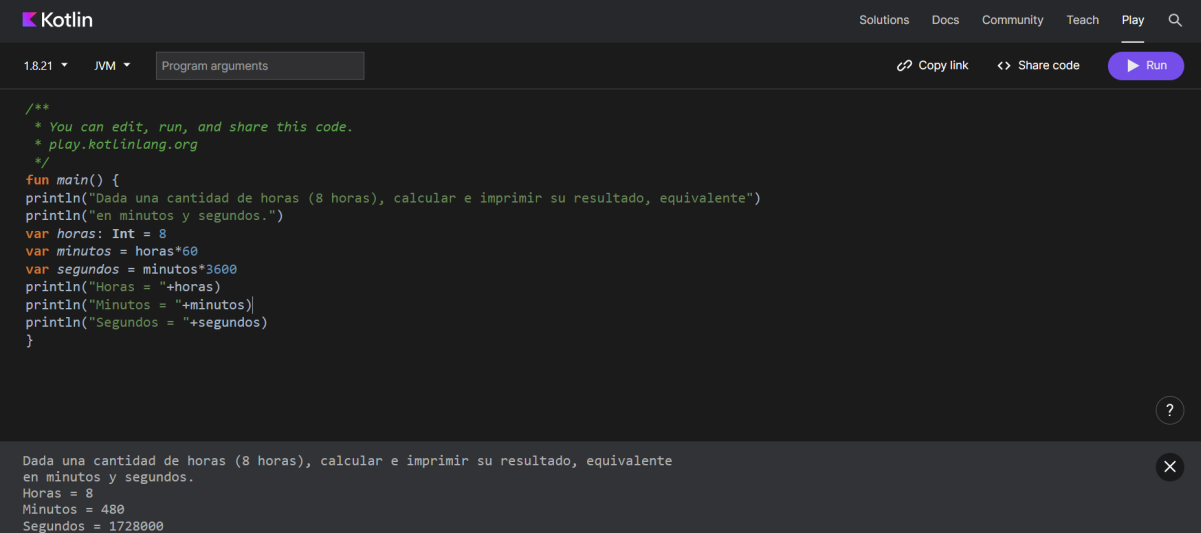
The screenshot shows the Kotlin Playground interface. At the top, there's a header with the Kotlin logo and navigation links: Solutions, Docs, Community, Teach, Play, and a search icon. Below the header, there's a toolbar with the Kotlin version (1.8.21), the JVM target, a text input for program arguments, and buttons for Copy link, Share code, and Run. The main area contains the Kotlin code for the exercise. At the bottom, there's a console output showing the results of the program execution.

```
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() {  
    println("Calcular e imprimir el salario quincenal de un empleado a partir de sus horas")  
    println("trabajadas y de su salario por hora")  
  
    var horas: Int = 48  
    var salario: Int = 14000  
  
    var salarioQuincenal = (horas*2)*salario  
  
    println("Horas = "+horas)  
    println("Salario x Hora = "+salario)  
    println("Salario Quincenal = "+salarioQuincenal)  
}
```

Calcular e imprimir el salario quincenal de un empleado a partir de sus horas
trabajadas y de su salario por hora
Horas = 48
Salario x Hora = 14000
Salario Quincenal = 1344000

EJERCICIO 5

```
fun main() {  
println("Dada una cantidad de horas (8 horas), calcular e imprimir su resultado,  
equivalente")  
println("en minutos y segundos.")  
var horas: Int = 8  
var minutos = horas*60  
var segundos = minutos*3600  
println("Horas = "+horas)  
println("Minutos = "+minutos)  
println("Segundos = "+segundos)  
}
```



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 dropdown (1.8.21), a JVM dropdown, a text input field containing "Program arguments", and buttons for "Copy link", "Share code", and "Run". The main area is a code editor with a dark theme, containing the Kotlin code from the exercise. To the right of the editor is a help icon (?). At the bottom, there's a console output area showing the results of the program execution, with a close icon (X) on the right.

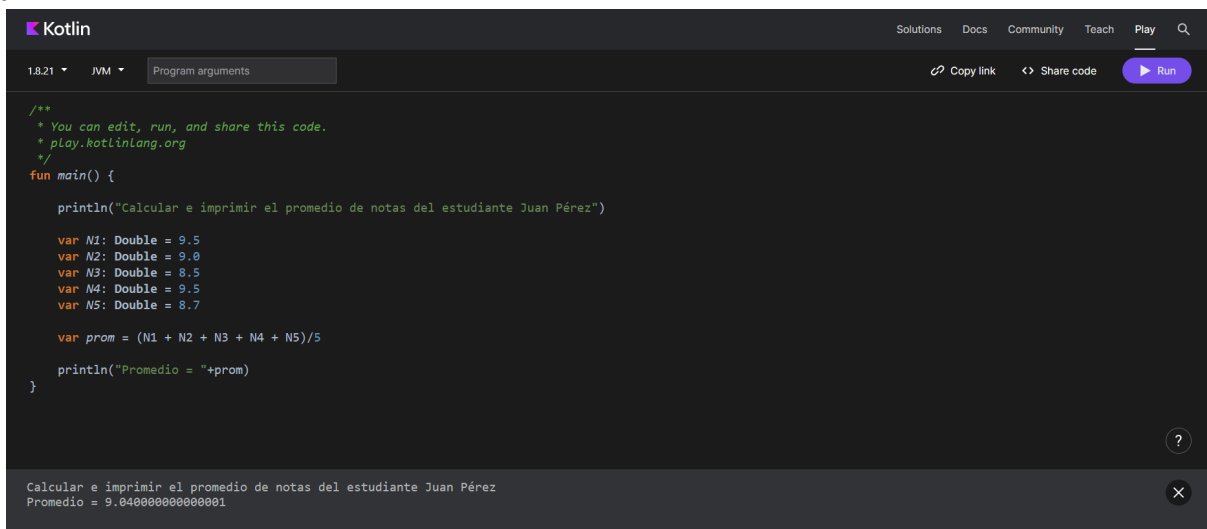
```
1.8.21 ▼ JVM ▼ Program arguments Copy link <> Share code Run
```

```
/**  
 * You can edit, run, and share this code.  
 * play.kotlinlang.org  
 */  
fun main() {  
println("Dada una cantidad de horas (8 horas), calcular e imprimir su resultado, equivalente")  
println("en minutos y segundos.")  
var horas: Int = 8  
var minutos = horas*60  
var segundos = minutos*3600  
println("Horas = "+horas)  
println("Minutos = "+minutos)|  
println("Segundos = "+segundos)  
}
```

Dada una cantidad de horas (8 horas), calcular e imprimir su resultado, equivalente
en minutos y segundos.
Horas = 8
Minutos = 480
Segundos = 1728000

EJERCICIO 6

```
fun main() {  
  
    println("Calcular e imprimir el promedio de notas del estudiante Juan Pérez")  
  
    var N1: Double = 9.5  
    var N2: Double = 9.0  
    var N3: Double = 8.5  
    var N4: Double = 9.5  
    var N5: Double = 8.7  
  
    var prom = (N1 + N2 + N3 + N4 + N5)/5  
  
    println("Promedio = "+prom)  
}
```



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 dropdown (1.8.21), a JVM dropdown, a text input for "Program arguments", and buttons for "Copy link", "Share code", and "Run". The main area is a code editor with a dark theme, displaying the Kotlin code from the previous block. At the bottom, there's a console output area showing the results of the program execution: "Calcular e imprimir el promedio de notas del estudiante Juan Pérez" and "Promedio = 9.040000000000001".

```
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() {  
  
    println("Calcular e imprimir el promedio de notas del estudiante Juan Pérez")  
  
    var N1: Double = 9.5  
    var N2: Double = 9.0  
    var N3: Double = 8.5  
    var N4: Double = 9.5  
    var N5: Double = 8.7  
  
    var prom = (N1 + N2 + N3 + N4 + N5)/5  
  
    println("Promedio = "+prom)  
}
```

Calcular e imprimir el promedio de notas del estudiante Juan Pérez
Promedio = 9.040000000000001