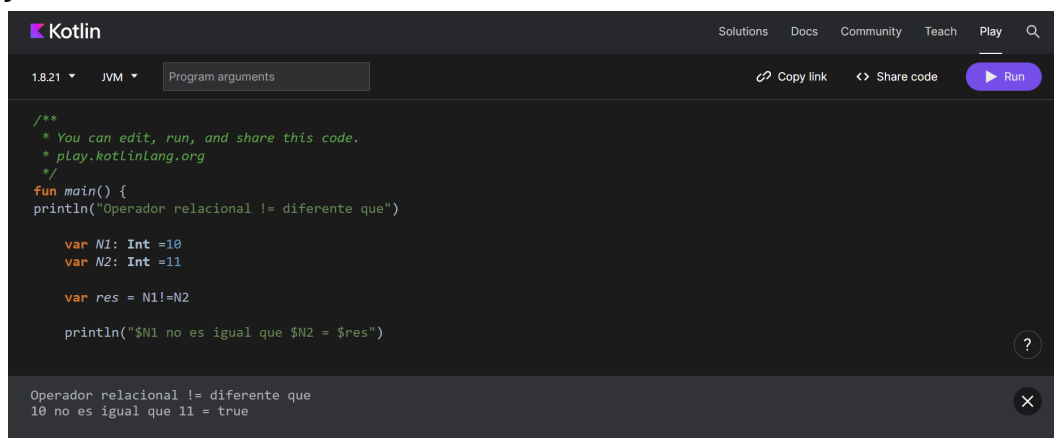


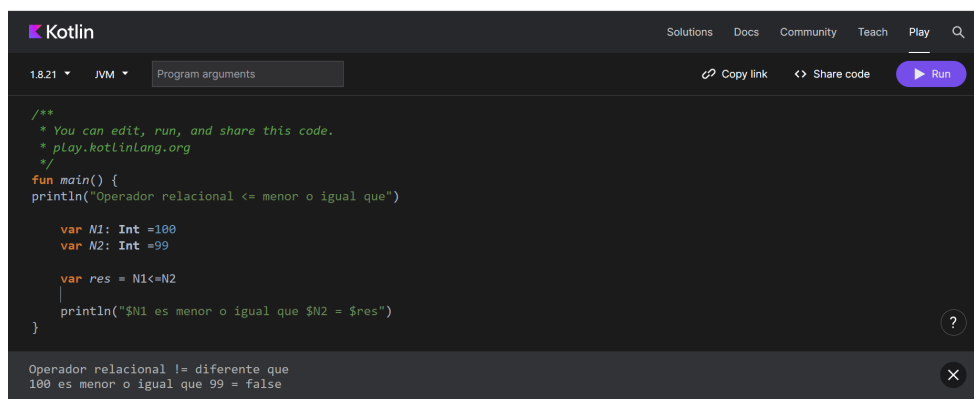
## EJERCICIO 7

```
fun main() {  
    println("Operador relacional != diferente que")  
  
        var N1: Int =10  
    var N2: Int =11  
  
    var res = N1!=N2  
  
    println("$N1 no es igual que $N2 = $res")  
}
```



Kotlin Playground interface showing the execution of the first code snippet. The code defines two integers, N1=10 and N2=11, and checks if they are not equal using the != operator. The output shows the message "Operador relacional != diferente que" and the result "10 no es igual que 11 = true".

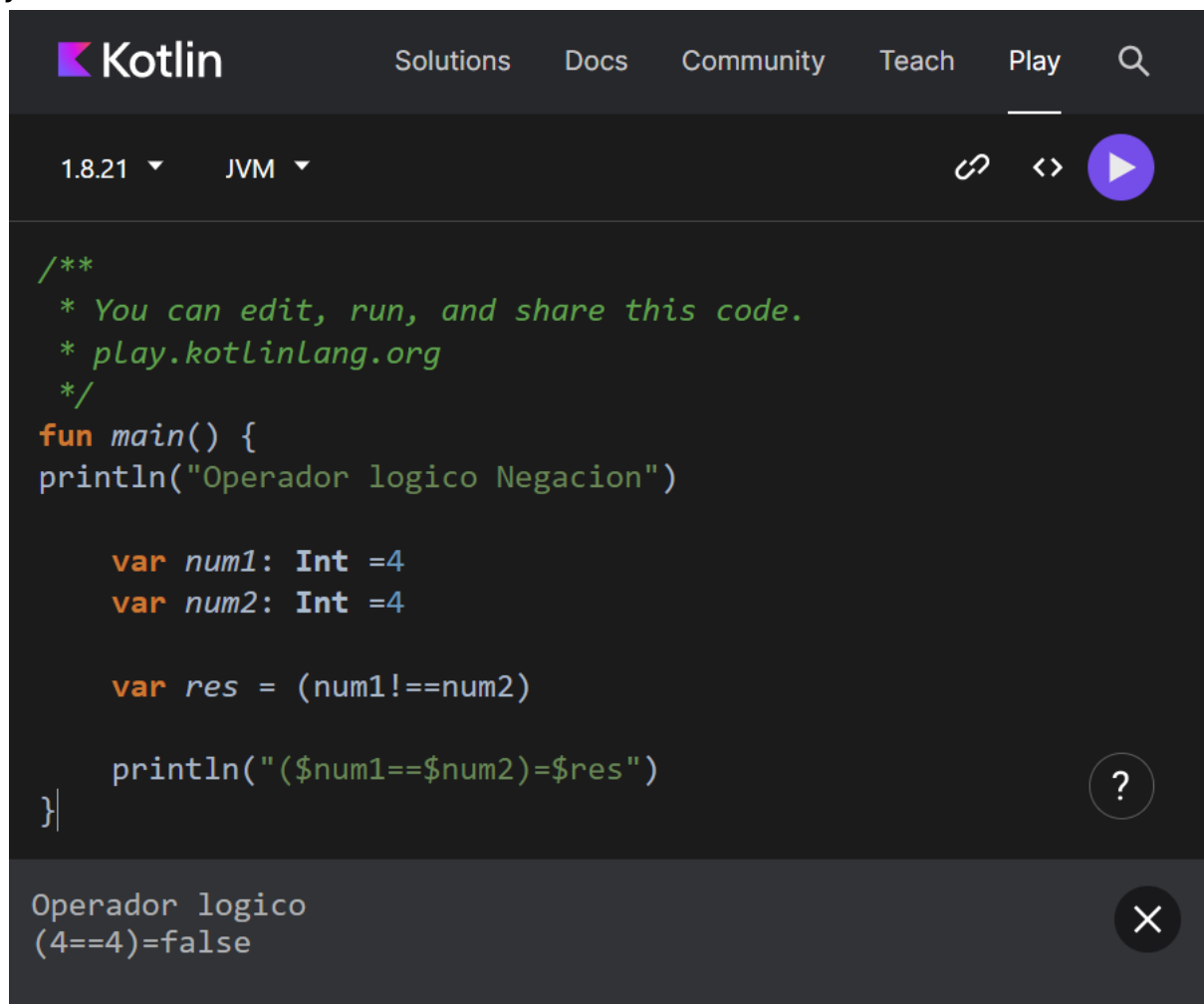
```
fun main() {  
    println("Operador relacional <= menor o igual que")  
  
        var N1: Int =100  
    var N2: Int =99  
  
    var res = N1<=N2  
  
    println("$N1 es menor o igual que $N2 = $res")  
}
```



Kotlin Playground interface showing the execution of the second code snippet. The code defines two integers, N1=100 and N2=99, and checks if N1 is less than or equal to N2 using the <= operator. The output shows the message "Operador relacional <= menor o igual que" and the result "100 es menor o igual que 99 = false".

## EJERCICIO 8

```
fun main() {  
    println("Operador logico Negacion")  
  
    var num1: Int =4  
    var num2: Int =4  
  
    var res = (num1!==num2)  
  
    println("($num1==$num2)=$res")  
}
```

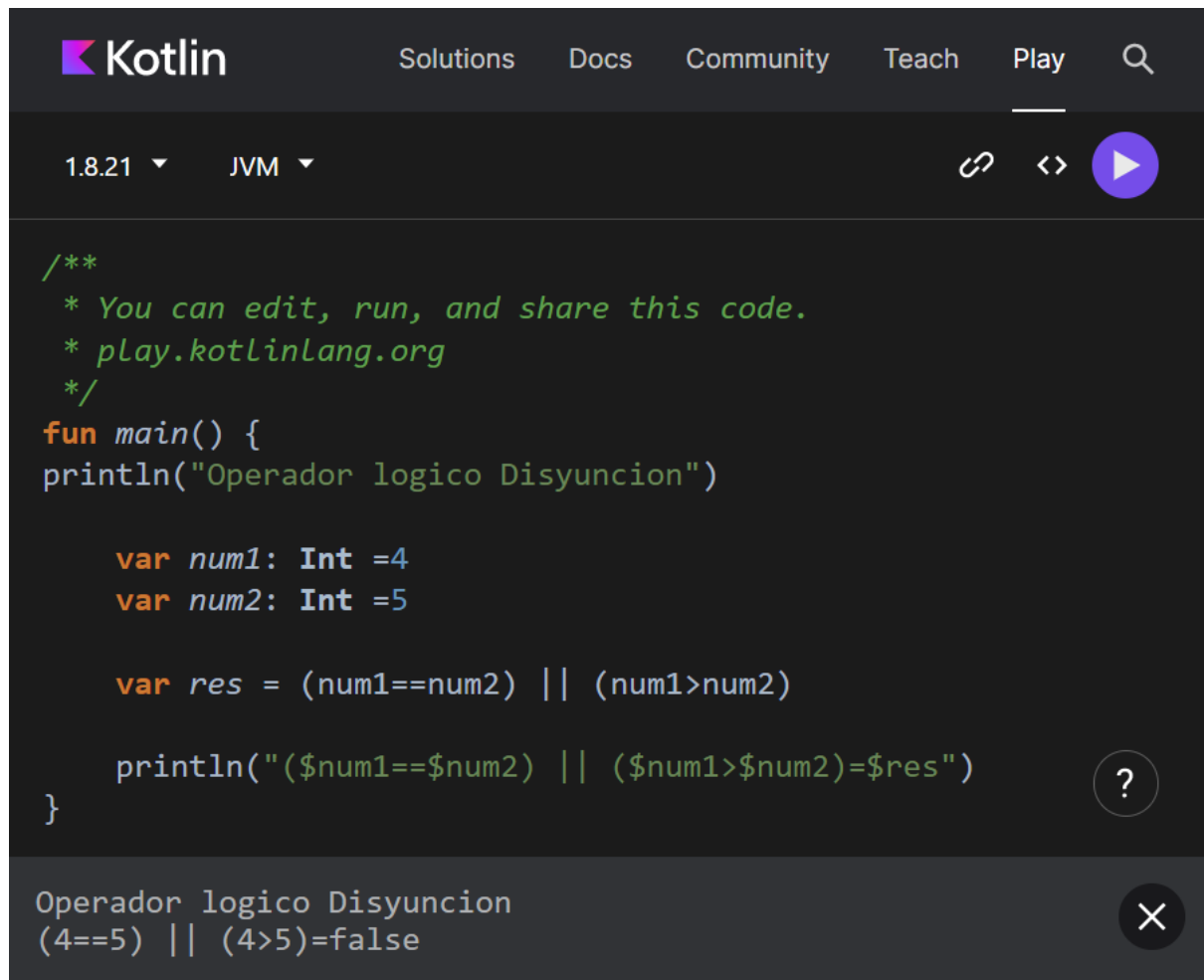


The screenshot shows the Kotlin Playground interface. At the top, there is a navigation bar with the Kotlin logo and links to Solutions, Docs, Community, Teach, and Play. Below this, there is a toolbar with the Kotlin version (1.8.21) and the target platform (JVM). The main area displays the code from the exercise, with a comment indicating that the code can be edited, run, and shared. The code is as follows:

```
/**  
 * You can edit, run, and share this code.  
 * play.kotlinlang.org  
 */  
fun main() {  
    println("Operador logico Negacion")  
  
    var num1: Int =4  
    var num2: Int =4  
  
    var res = (num1!==num2)  
  
    println("($num1==$num2)=$res")  
}
```

At the bottom, there is a console output area showing the result of the execution: "Operador logico (4==4)=false".

```
fun main() {  
println("Operador logico Disyuncion")  
  
    var num1: Int =4  
    var num2: Int =5  
  
    var res = (num1==num2) || (num1>num2)  
  
    println("($num1==$num2) || ($num1>$num2)=$res")  
}
```



The screenshot shows the Kotlin Playground interface. At the top, there is a navigation bar with the Kotlin logo and links to Solutions, Docs, Community, Teach, and Play. Below the navigation bar, there are tabs for 1.8.21 and JVM. The main area contains the Kotlin code from the previous block. To the right of the code, there are icons for a link, a code editor, and a play button. Below the code, there is a button with a question mark. At the bottom, there is a console output area showing the result of the program execution: "Operador logico Disyuncion" and "(4==5) || (4>5)=false".

```
/**  
 * You can edit, run, and share this code.  
 * play.kotlinlang.org  
 */  
fun main() {  
println("Operador logico Disyuncion")  
  
    var num1: Int =4  
    var num2: Int =5  
  
    var res = (num1==num2) || (num1>num2)  
  
    println("($num1==$num2) || ($num1>$num2)=$res")  
}
```

Operador logico Disyuncion  
(4==5) || (4>5)=false