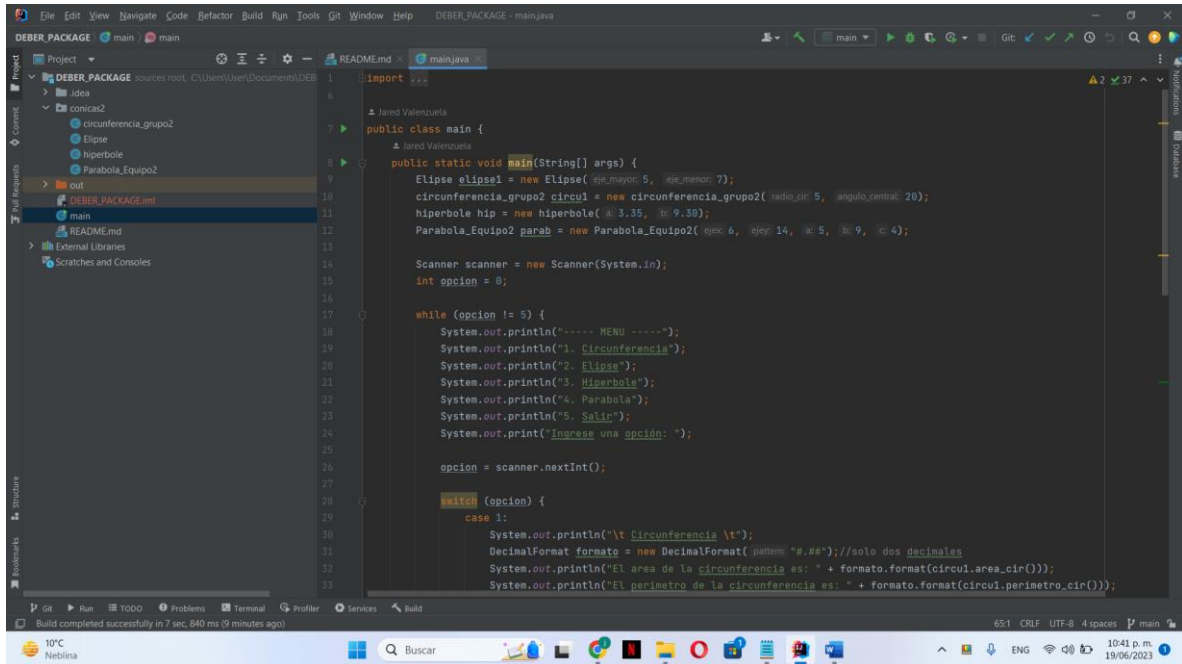


Nombre: Jared Valenzuela

DEBER PACKAGE

CAPTURAS DEL EJERCICIO

MAIN



```
import java.util.Scanner;

public class main {

    public static void main(String[] args) {
        Elipse elipse1 = new Elipse(ajex_mayor: 5,  //ajex_menor: 7);
        circunferencia_grupo2 circul = new circunferencia_grupo2( radio_cir: 5,  //angulo_central: 20);
        hiperbole hip = new hiperbole( a: 3.35,  //b: 9.30);
        Parabola_Equipo2 parab = new Parabola_Equipo2(ajex: 6,  //ajex: 14,  //a: 5,  //b: 9,  //c: 4);

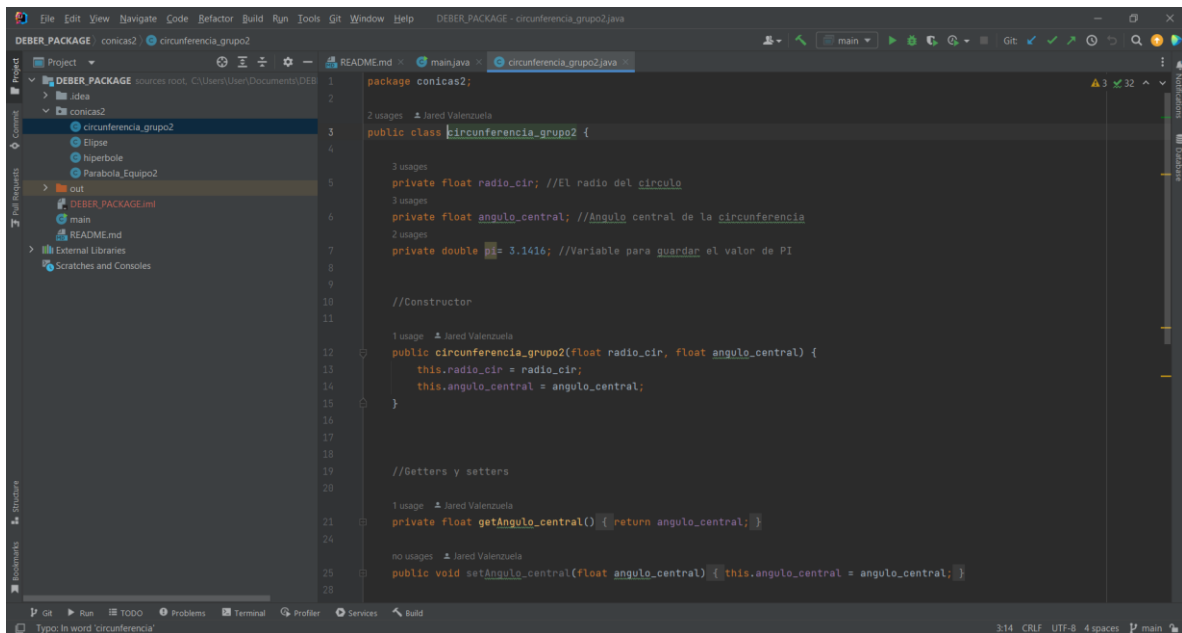
        Scanner scanner = new Scanner(System.in);
        int opcion = 0;

        while (opcion != 5) {
            System.out.println("----- MENU -----");
            System.out.println("1. Circunferencia");
            System.out.println("2. Elipse");
            System.out.println("3. Hiperbola");
            System.out.println("4. Parabola");
            System.out.println("5. Salir");
            System.out.print("Ingrese una opción: ");

            opcion = scanner.nextInt();

            switch (opcion) {
                case 1:
                    System.out.println("\t Circunferencia \t");
                    DecimalFormat formato = new DecimalFormat("###.##"); //solo dos decimales
                    System.out.println("El area de la circunferencia es: " + formato.format(circul.area_cir()));
                    System.out.println("El perimetro de la circunferencia es: " + formato.format(circul.perimetro_cir()));
                    break;
            }
        }
    }
}
```

CIRCUNFERENCIA



```
package conicas2;

public class circunferencia_grupo2 {

    private float radio_cir; //El radio del circulo
    private float angulo_central; //Angulo central de la circunferencia
    private double PI = 3.1416; //Variable para guardar el valor de PI

    //Constructor
    public circunferencia_grupo2(float radio_cir, float angulo_central) {
        this.radio_cir = radio_cir;
        this.angulo_central = angulo_central;
    }

    //Getters y setters
    private float getAngulo_central() { return angulo_central; }

    public void setAngulo_central(float angulo_central) { this.angulo_central = angulo_central; }
}
```

ELIPSE

The screenshot shows an IDE window titled 'DEBER_PACKAGE - Elipse.java'. The left sidebar displays a project structure with 'conicas2' containing 'Elipse', 'hiperbole', and 'Parabola_Equipo2'. The main editor shows the code for the 'Elipse' class. The code includes package declaration, class definition, attribute creation, constructor, and getter/setter methods. Comments in Spanish describe the code structure.

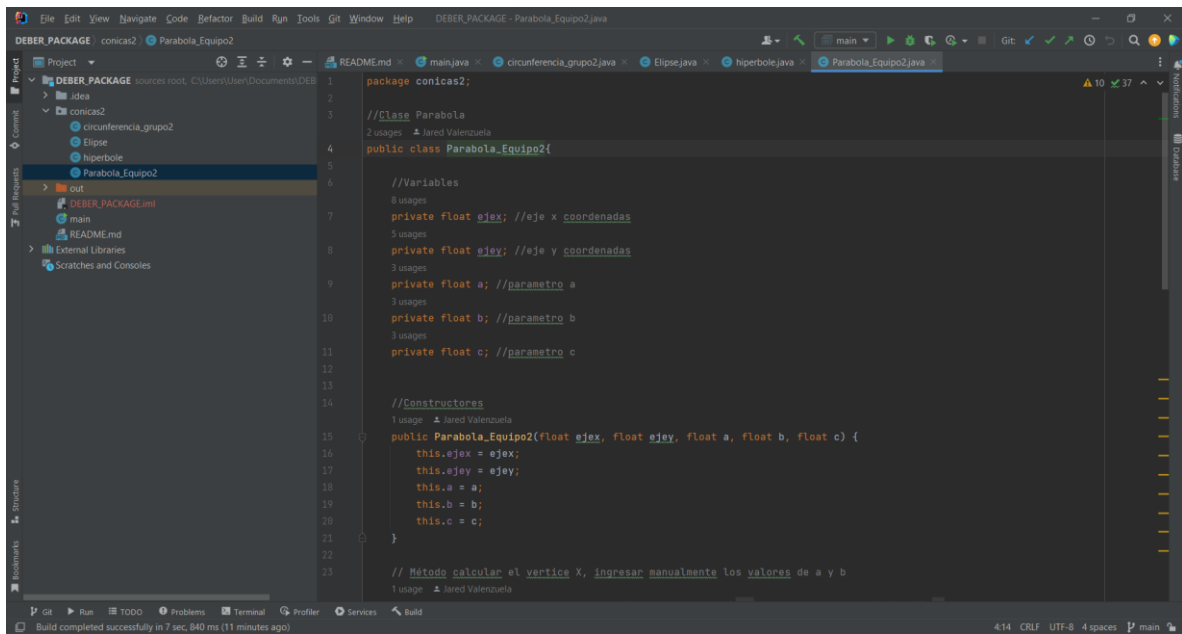
```
1 package conicas2;
2
3 //Elipse
4 // Creacion de los atributos
5
6 7 usages
7 private double eje_mayor;
7 usages
8 private double eje_menor;
9
10 // Generar el constructor
11 1 usage - Jared Valenzuela
12 public Elipse( double eje_mayor, double eje_menor) {
13     this.eje_mayor = eje_mayor;
14     this.eje_menor = eje_menor;
15 }
16
17 no usages - Jared Valenzuela
18 public double getEje_mayor() { return eje_mayor; }
19
20 no usages - Jared Valenzuela
21 public void setEje_mayor(double eje_mayor) { this.eje_mayor = eje_mayor; }
22
23 no usages - Jared Valenzuela
24 public double getEje_menor() { return eje_menor; }
25
26 no usages - Jared Valenzuela
27 public void setEje_menor(double eje_menor) { this.eje_menor = eje_menor; }
28
29
```

HIPERBOLE

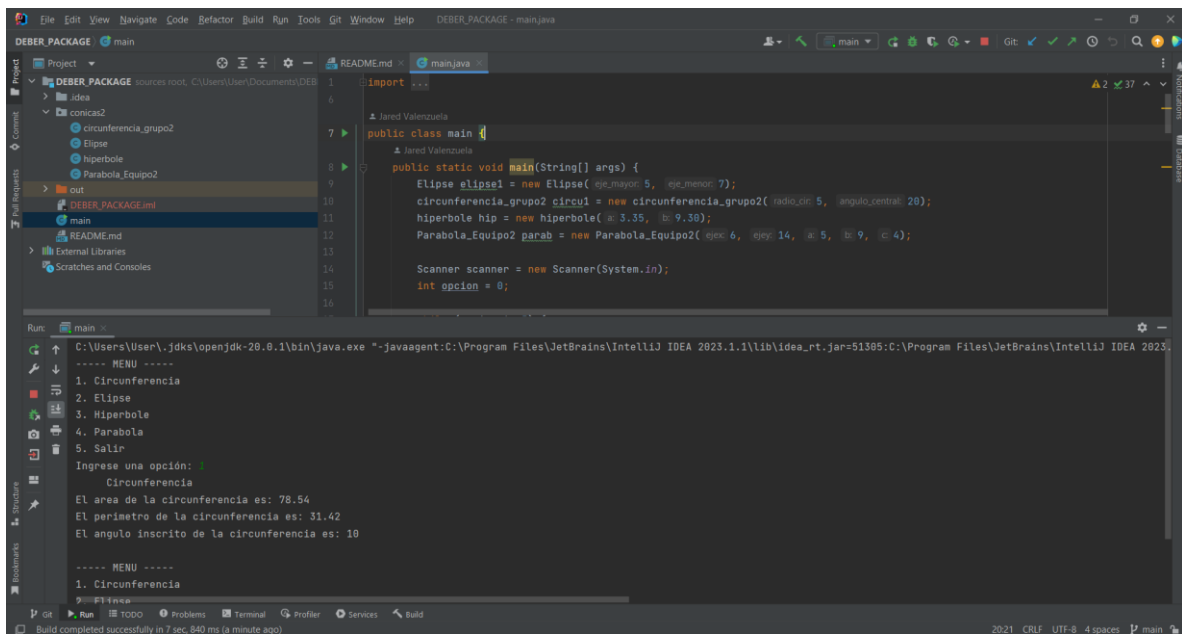
The screenshot shows an IDE window titled 'DEBER_PACKAGE - hiperbole.java'. The left sidebar displays a project structure with 'conicas2' containing 'Elipse', 'hiperbole', and 'Parabola_Equipo2'. The main editor shows the code for the 'hiperbole' class. The code includes package declaration, class definition, attribute creation, constructor, setter/getter methods, and a method to calculate the hyperbola's properties. Comments in Spanish describe the code structure.

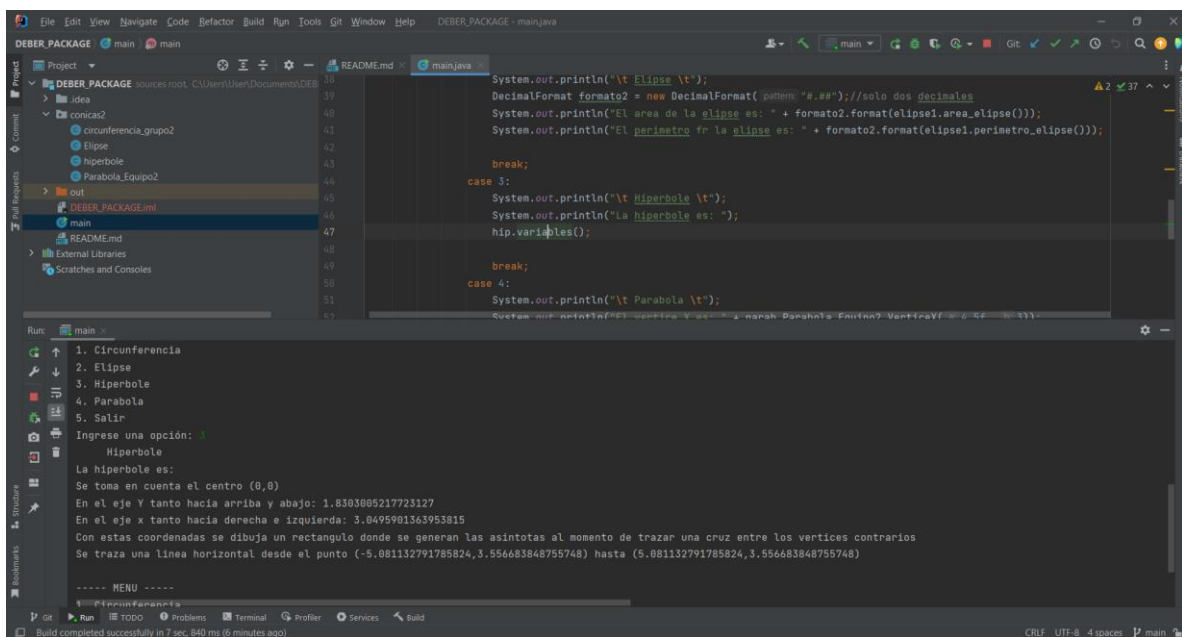
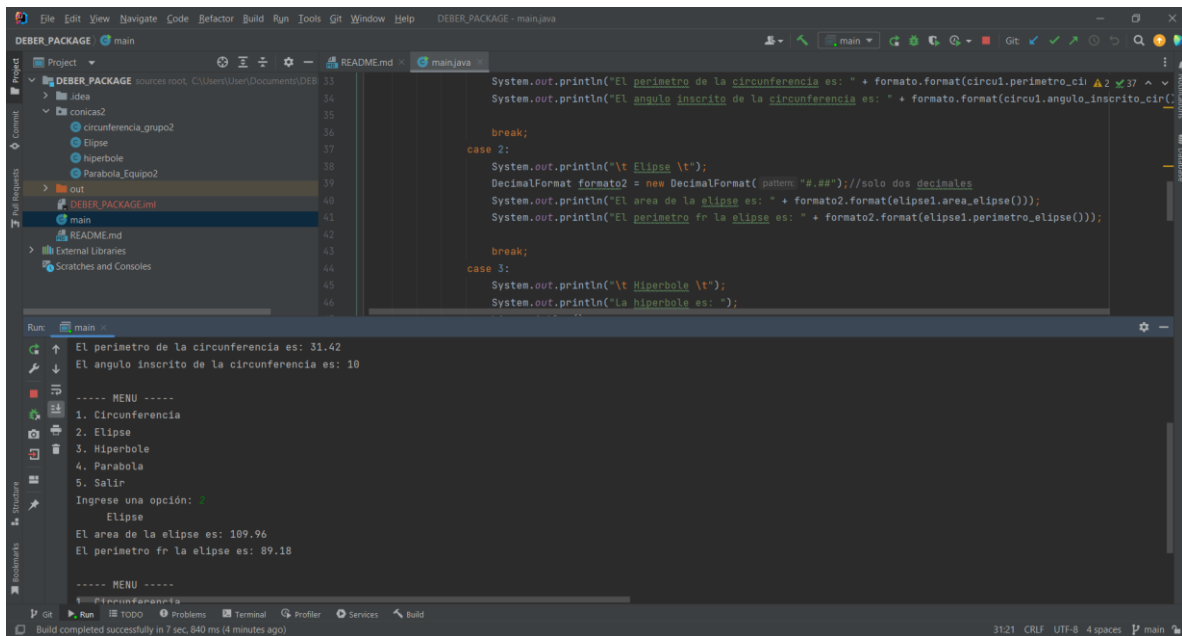
```
1 package conicas2;
2
3 //Calculo Hiperbole basica
4 2 usages - Jared Valenzuela
5 public class hiperbole {
6     8 usages
7     private double a_hip,b_hip, c_hip ,ln_hip;//Variables
8
9     //Punto a,b
10    1 usage - Jared Valenzuela
11    public hiperbole(double a, double b) {
12        this.a_hip = a;
13        this.b_hip = b;
14    }
15
16    //SETTERS y GETTERS//
17
18    no usages - Jared Valenzuela
19    public void setA(double a) { this.a_hip = a; }
20
21    no usages - Jared Valenzuela
22    public void setB(double b) { this.b_hip = b; }
23
24    1 usage - Jared Valenzuela
25    public void variables(){
26        a_hip = Math.sqrt(this.a_hip);
27        b_hip = Math.sqrt(this.b_hip);
28        c_hip = Math.sqrt((this.a_hip*this.a_hip)+(this.b_hip*this.b_hip));
29        ln_hip = ((2*(this.b_hip*this.b_hip))/this.a_hip);
30
31        //Mensaje de coordenadas tomadas
32        System.out.println("Se toma en cuenta el centro (0,0)");
33        System.out.println("En el eje Y tanto hacia arriba y abajo: " + this.a_hip);
34    }
35 }
```

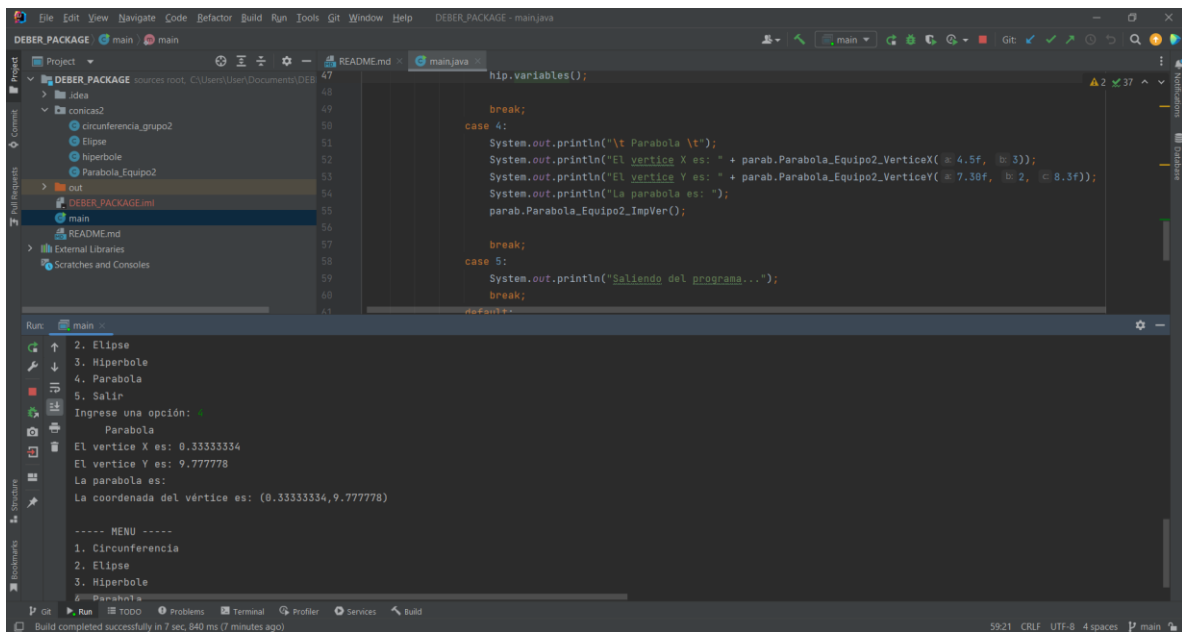
PARABOLA



EJECUCION DEL CODIGO:







LINK DE REPOSITORIO: https://github.com/JaredVS777/DEBER_PACKAGE.git

