

Actividad 1

El ratón y el queso

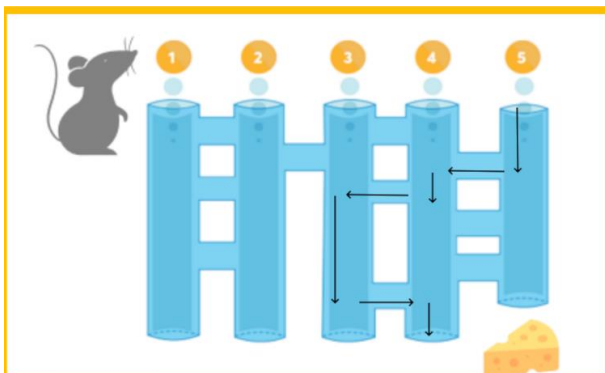
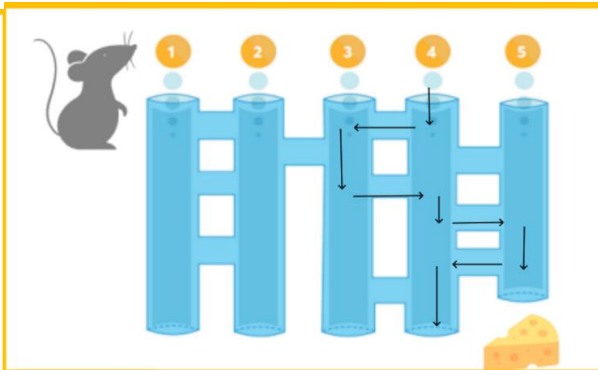
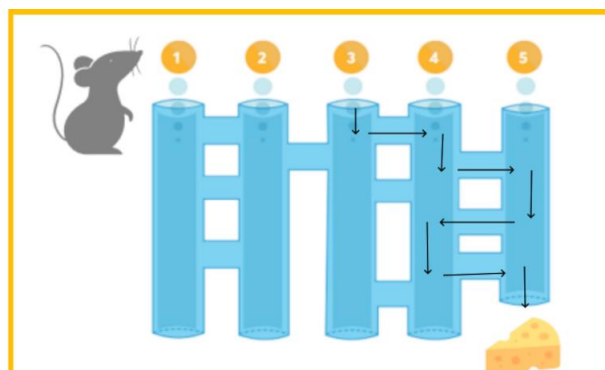
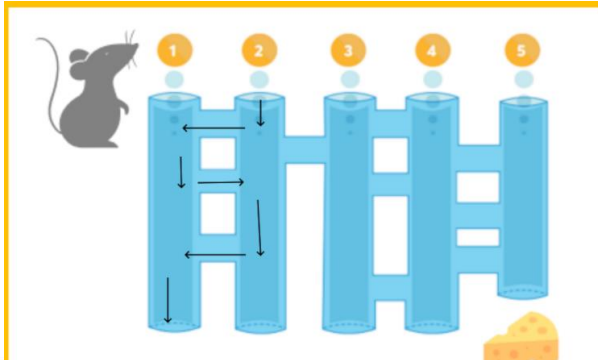
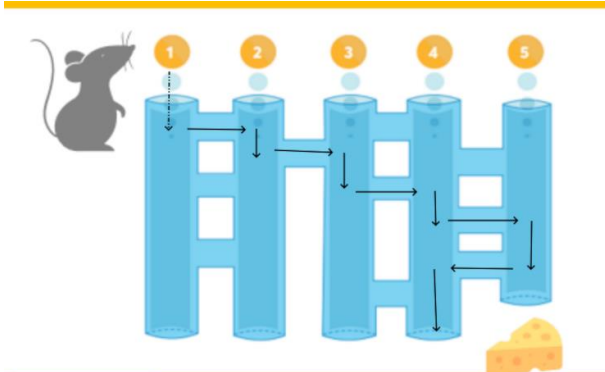
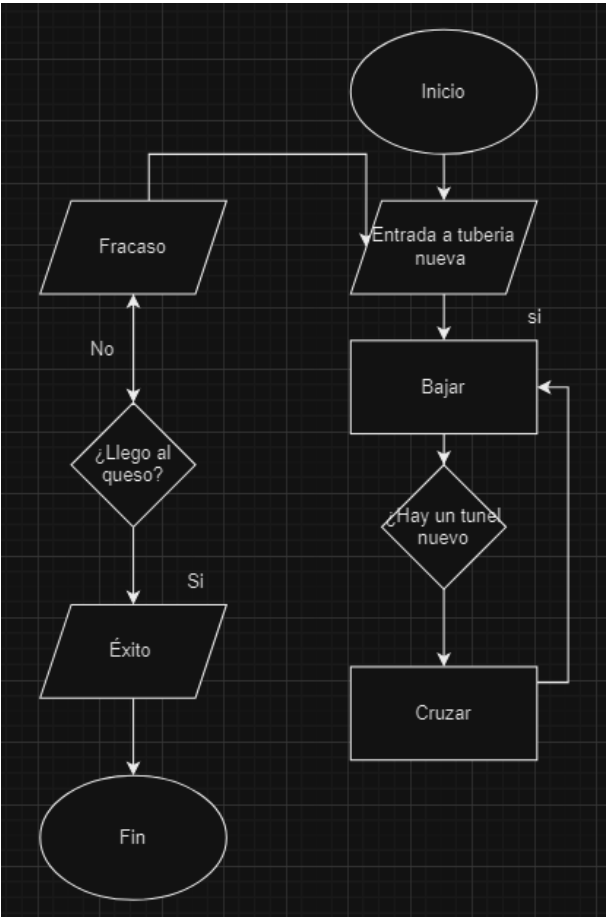


Diagrama de flujo 1.



Actividad No2.

Corregir errores

Partway through tracing a Minesweeper algorithm

★	.	★
.	?	★
.	.	.

	1	2	3	4	5	6	7	8	9
square	★		★	★	?	★			

```

let mines = 0
let n = 1
start loop
  if squaren has a mine
    then mines = mines + 1
  n = n + 1
loop again if n < 9

```

mines	n
0	1
1	2
1	3
2	4
2	5
2	6
3	7
3	8
3	9

Diagrama de flujo No 2.

