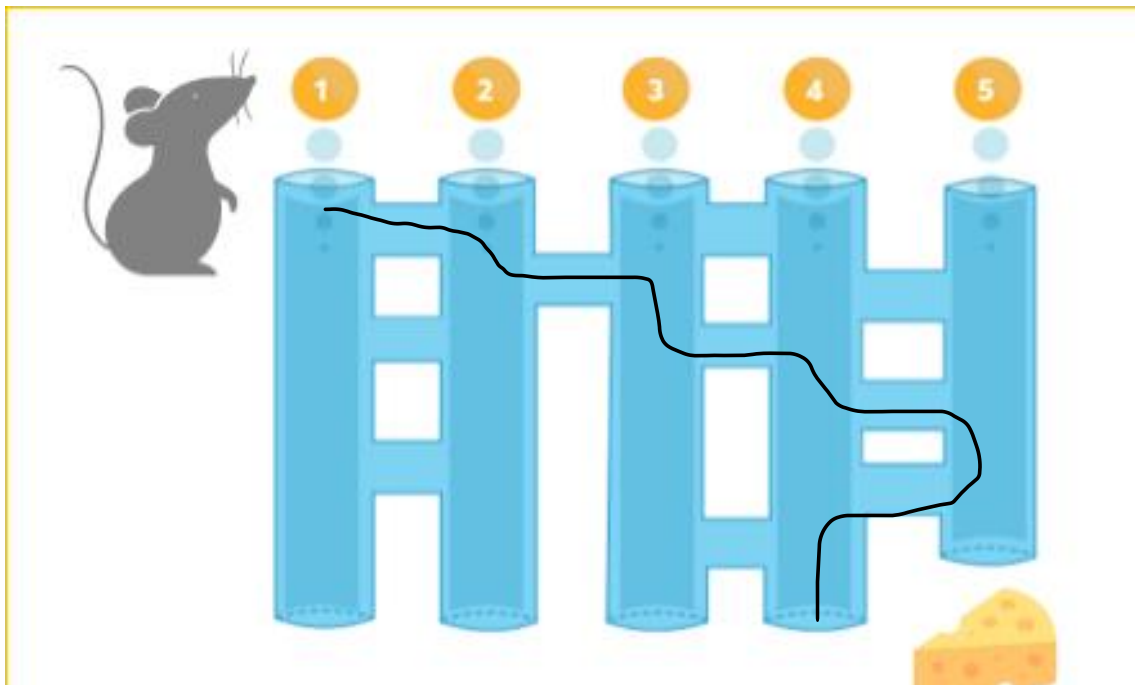
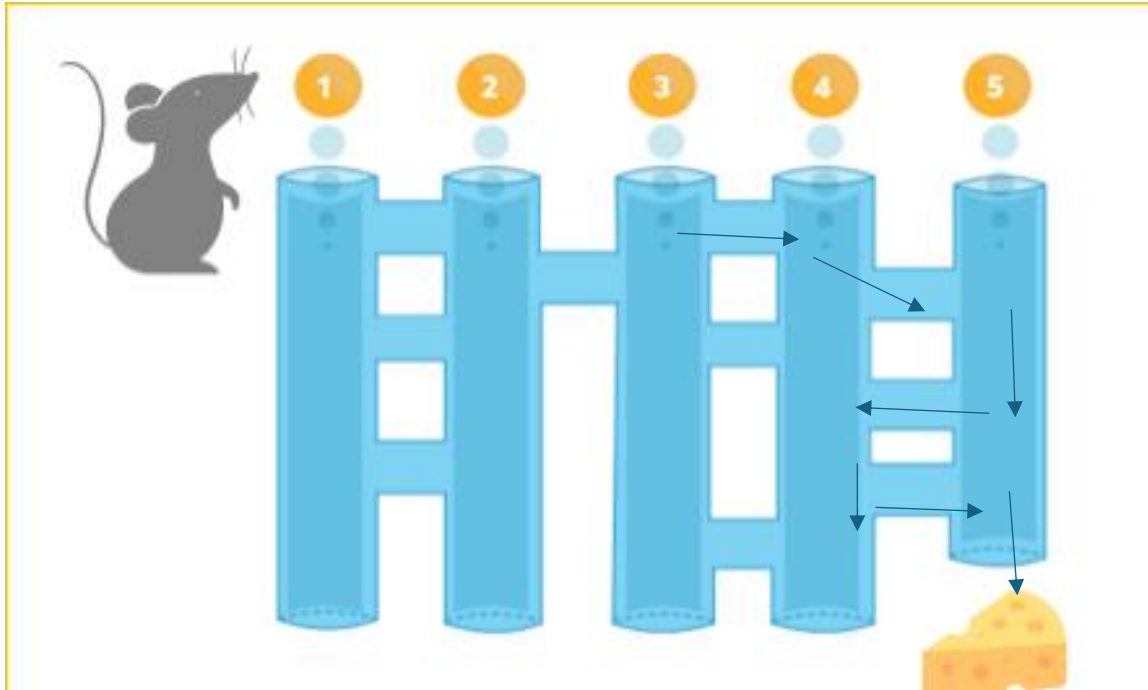
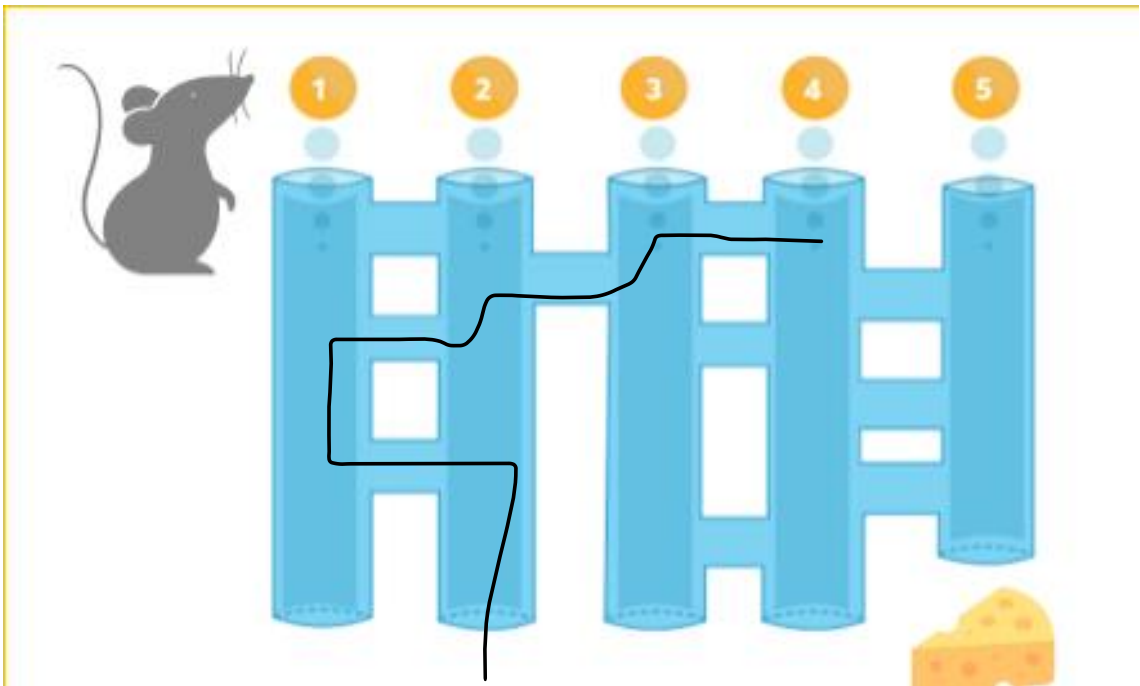
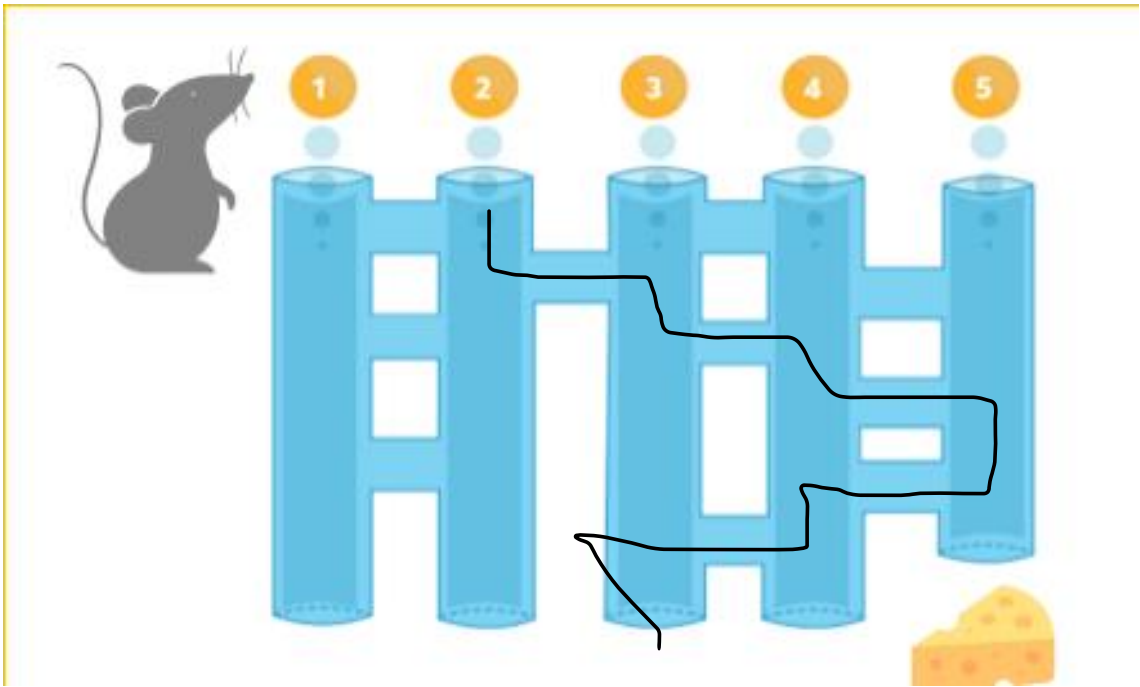
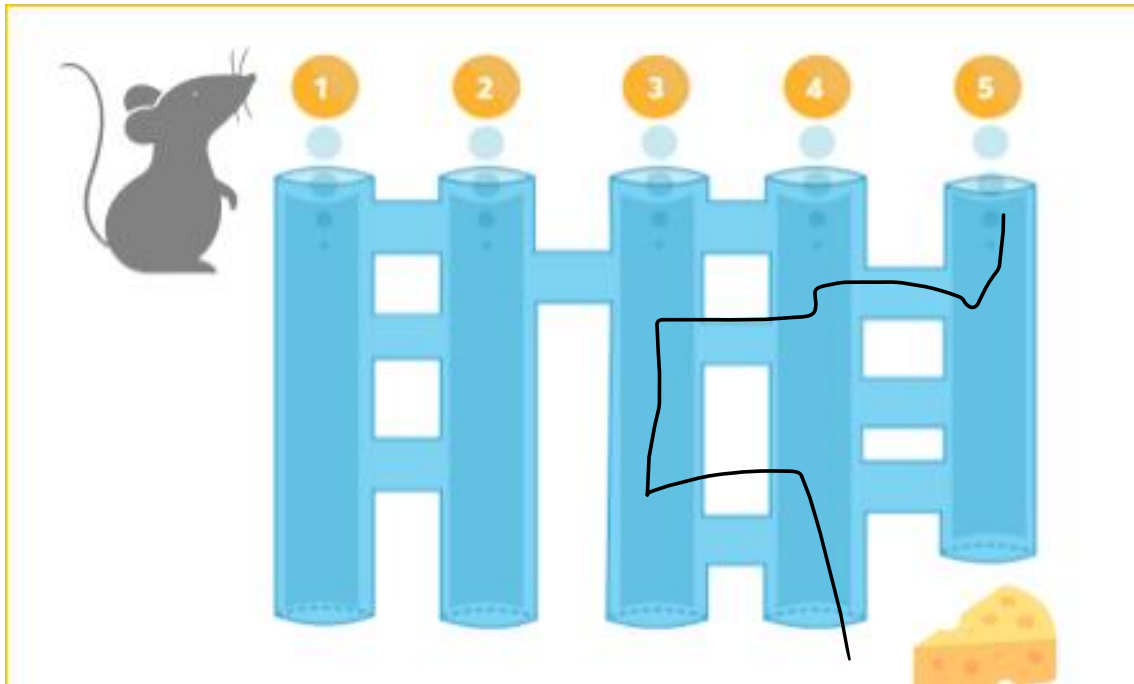


# Actividad No. 01



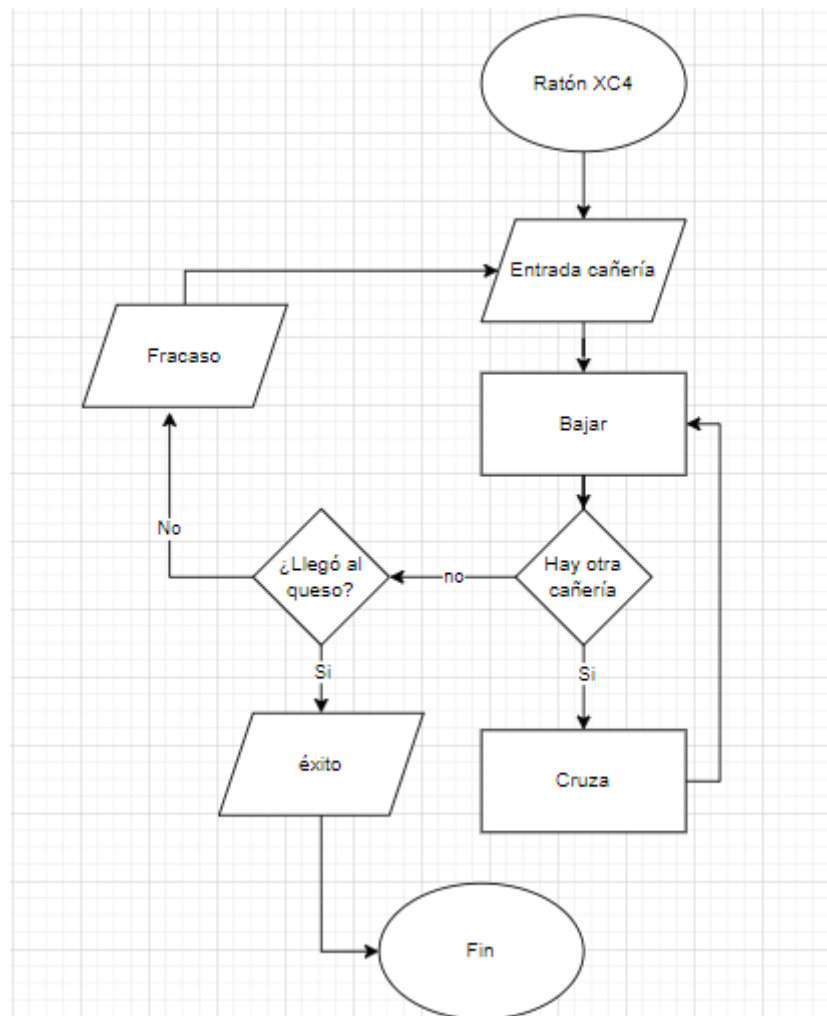




PREGUNTA

¿En cuál entrada debería ingresar el ratón para llegar al queso?

En la entrada número 3.



## Actividad No. 02

★		★
	?	★

	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 < 8 9
  
```

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