

CambioDeBase.h
+ entero10aX (int* destino,int* n,int* mostrar): int* + enteroXa10 (int* origen,int* n,int* mostrar): int* + fraccion10aX (int* destino,float* n,int * mostrar): int* + fraccionXa10 (int* origen,float* n,int* mostrar): int* + enteroXaY (int* origen,int* destino,int* n,int* mostrar): int* + fraccionXaY (int* origen,int* destino,float* n,int* mostrar): int*

LeerInput.h
+ imputValido (char* argv[],int* argc): int* + ordenarImput (char* argv[],int* argc): int* + mapearLetras (char* letra): int + mostrarAyuda (): -

Calcular
+ principal (int argc,char* argv []): int