Universidad de Guadalajara

Ingeniería en computación

Ejercicio 02. Conceptos básicos Gscript

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Lesson	Code
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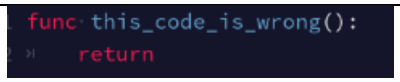
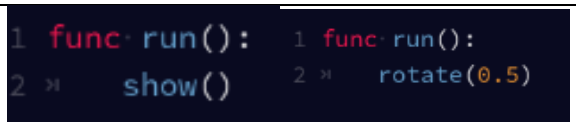
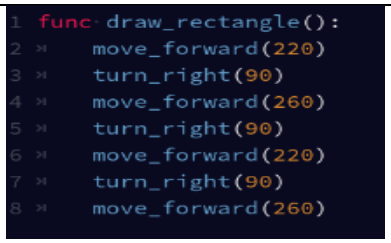
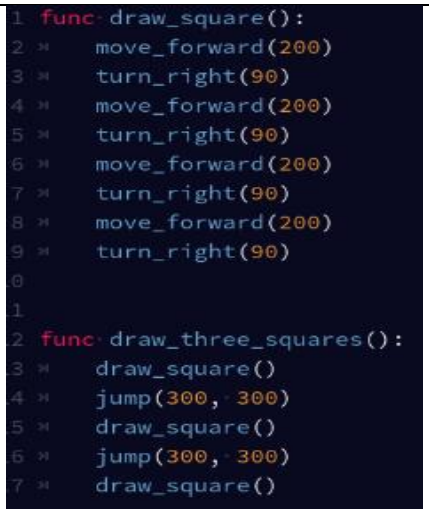
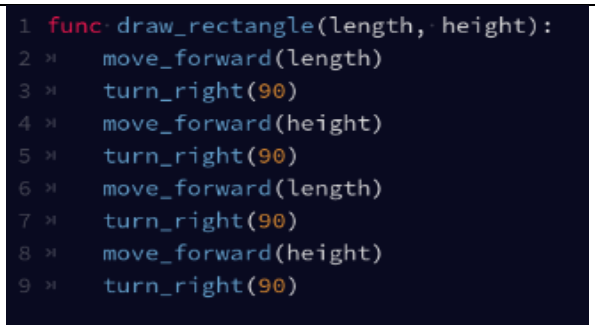
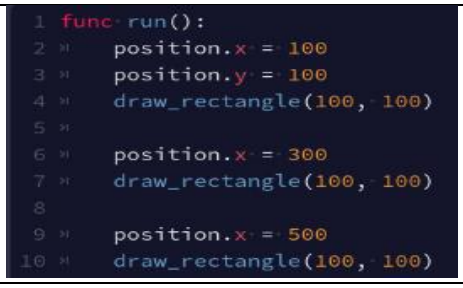
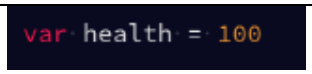
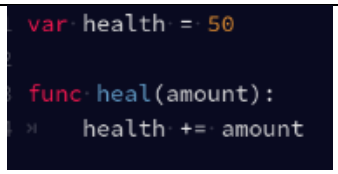
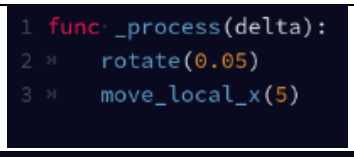
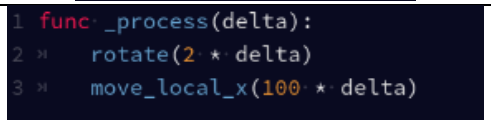
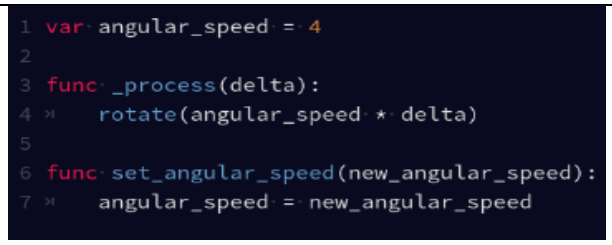
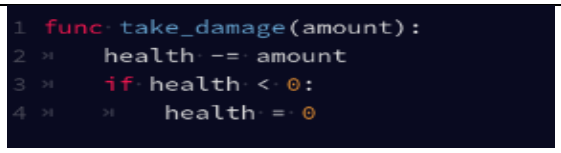
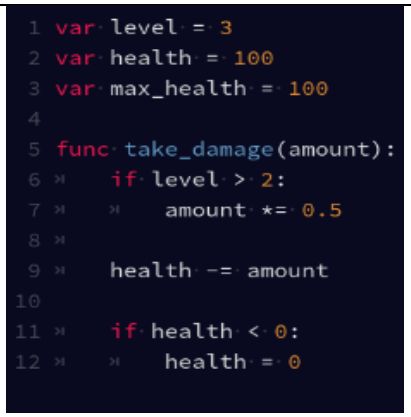
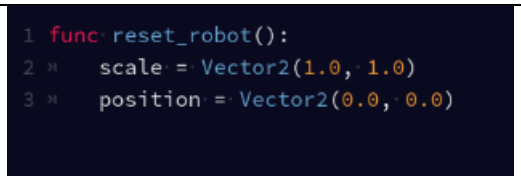
2	
3	
4	
5	
6	
7	

8	
9	
10	
11	
12	
13	
14	
15	
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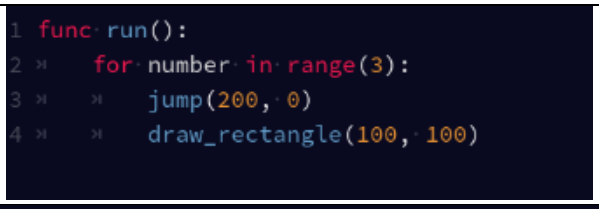
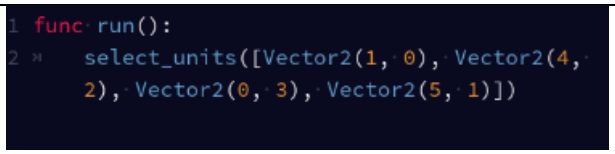
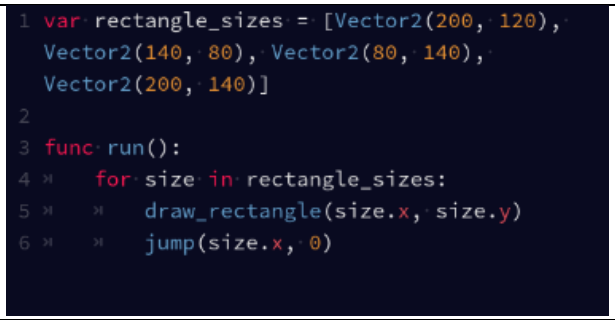
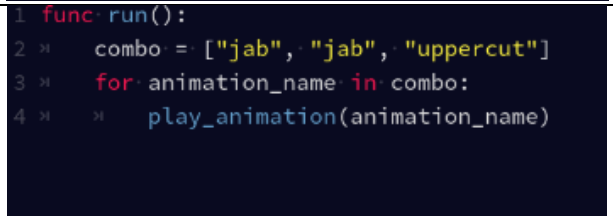
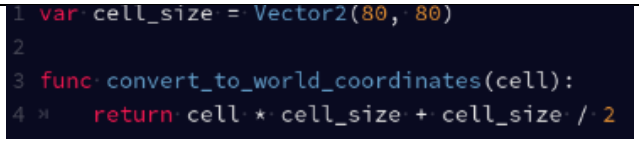
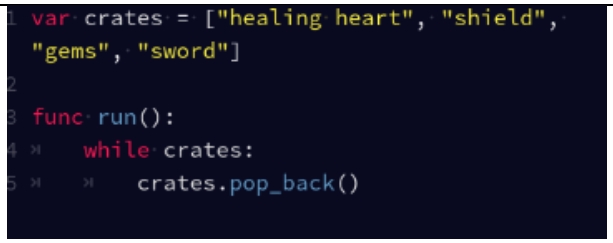
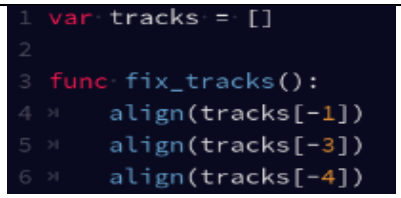
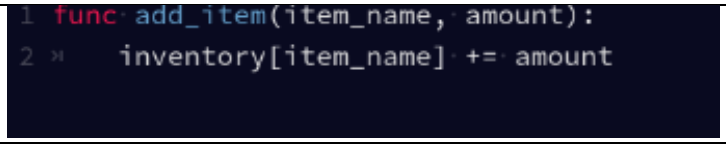
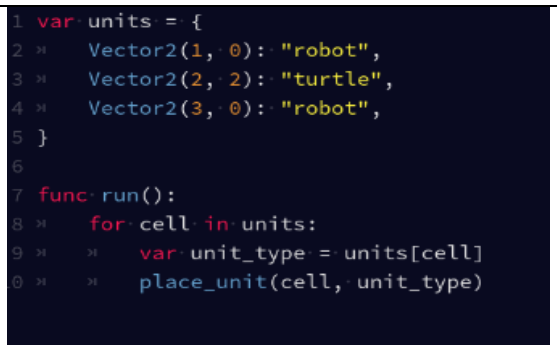
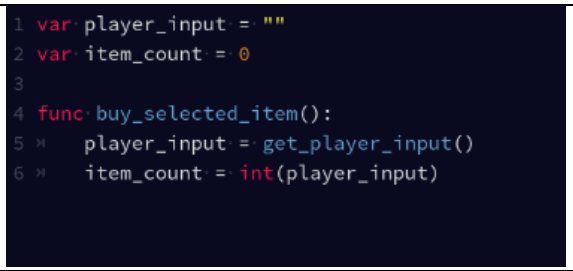
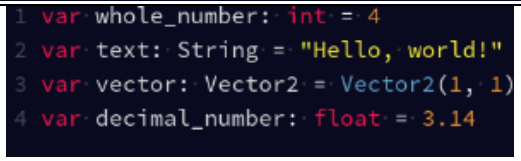
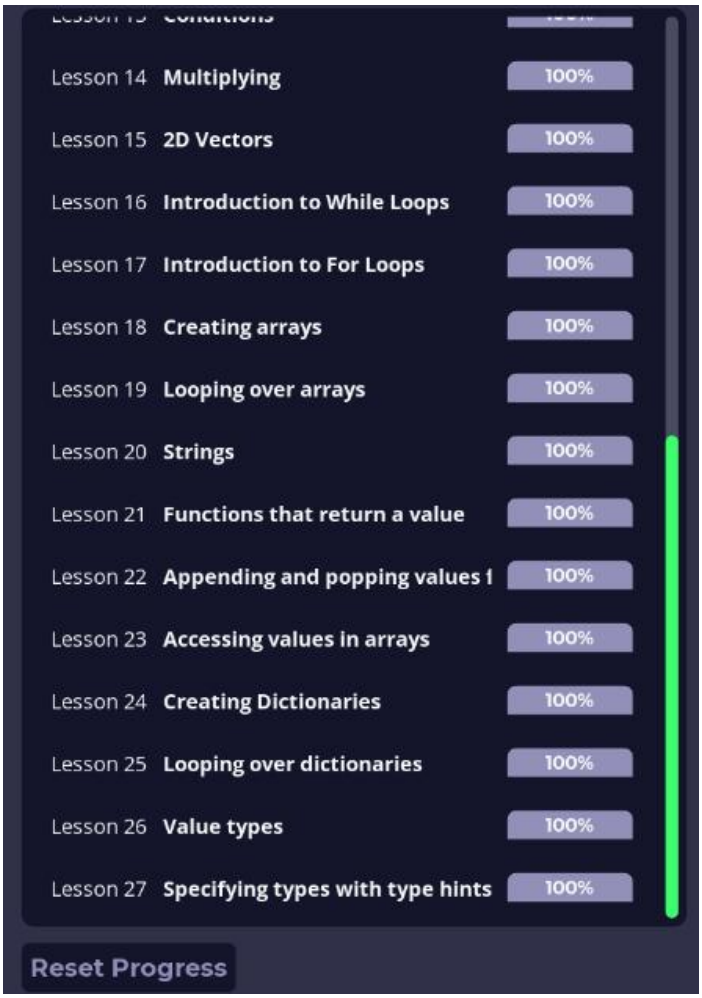
17	
18	
19	
20	
21	
22	
23	
24	

25		 var units = {
		Vector2(1, 0): "robot",
		Vector2(2, 2): "turtle",
		Vector2(3, 0): "robot",
		}
		
		func run():
		for cell in units:
		var unit_type = units[cell]
		place_unit(cell, unit_type)

26		 var player_input = "" var item_count = 0 func buy_selected_item(): player_input = get_player_input() item_count = int(player_input)
27		 var whole_number: int = 4 var text: String = "Hello, world!" var vector: Vector2 = Vector2(1, 1) var decimal_number: float = 3.14


Lesson 14 Multiplying 100%
Lesson 15 2D Vectors 100%
Lesson 16 Introduction to While Loops 100%
Lesson 17 Introduction to For Loops 100%
Lesson 18 Creating arrays 100%
Lesson 19 Looping over arrays 100%
Lesson 20 Strings 100%
Lesson 21 Functions that return a value 100%
Lesson 22 Appending and popping values f 100%
Lesson 23 Accessing values in arrays 100%
Lesson 24 Creating Dictionaries 100%
Lesson 25 Looping over dictionaries 100%
Lesson 26 Value types 100%
Lesson 27 Specifying types with type hints 100%
Reset Progress