















switch(8)

=billetes; swPiedras+=piedras; wBilletes; recauP+=swPiedras; repeal recauCs+=piedras; recauCs+=piedras; recauCs+=piedras; contPiedras++; break;

swDocs+=docs; recauD+=swDocs; importe=swDocs; recauC8+=docs; contDocs++; break;}

printf("nPorcentual del camion 8: %d 9\n", (recauG=100)/recauTot);
printf("nPorcende ob Cor: % 2.7 (float)/recauG=100)/recauTot);
printf("nPorcende ob Bildets: % 2.7", (float)/recauG=100)/recauTot);
printf("nPorcende ob Bildets: % 2.7", (float)/recauG=100)/recauTot);
printf("nPorcende ob Bildets: % 2.7", (float)/recauG=100)/recauTot);
printf("nPromedio de Decumentos: % 2.7", (float)/recauG=100)/recauTot);