Tiempos de ejecución

EJ1:

```
Program uno;

var
 aux,temp,x: integer;

Begin
 (1) aux:= 58;
 (2) aux:= aux * 5;
 (3) temp:= aux;
 (4) read (x);
End.
```

EJ2:

```
Program uno;
var
 aux,temp,x: integer;

Begin
 (1) aux:= 58;
 (2) aux:= aux * 5;
 (3) if (aux > 45) and (aux <300)) then
       begin
        temp:= aux - 5;
        x:= temp + aux + 2;
       end;
 (4) x:= x * 10;
end;
```

EJ3:

```
Program uno;
var
 aux,temp,x: integer;

Begin
 (1) read(aux);
 (2) if (aux > 45) then
       begin
        temp:= aux - 5;
        x:= temp;
       end
      else
       aux:= aux + 1 * (aux MOD 2);
end;
```

EJ4:

```
Program uno;
var
 i,temp,x: integer;

Begin
 (1) aux:= 8;
 (2) for i:= 1 to 5 do
      begin
       x:= aux;
       aux:= aux + 5;
      end

 (3) aux:= aux + 1;
end;
```

EJ5:

```
Program uno;
var
 i,temp,x: integer;

Begin
 (1) aux:= 8;
 (2) for i:= 4 to 9 do
      begin
       x:= aux;
       aux:= aux + 5;
      end

 (3) aux:= aux + 1;
end;
```

EJ6:

```
Program uno;
var
 i,temp,x: integer;

Begin
 (1) aux:= 0;
 (2) while (aux < 5) do
      begin
       x:= aux;
       aux:= aux + 1;
      end

 (3)  aux:= aux + 1;
end;
```

EJ7:

```
Program uno;
var
 i,temp,x: integer;

Begin
 (1) read(aux);
 (2) while (aux < 5) do
      begin
       x:= aux;
       aux:= aux + 1;
      end

 (3)  aux:= aux + 1;
end;
```

EJ8:

```
Program uno;
var
 i,temp,x: integer;

Begin
 (1) aux:=0;
 (2) while (aux >= 0) and (aux<5) do
      begin
       x:= aux;
       aux:= aux + 1;
      end

 (3)  aux:= aux + 1;
end;
```

EJ9:

```
Program uno;
var
 i,temp,x: integer;

Begin
 (1) aux:=0;
 (2) repeat
       x:= aux;
       aux:= aux + 1;
     until (aux > 5)

 (3) aux:= aux + 1;
end;
```

EJ10:

```
program uno;
var
    i, temp, aux, x, y, z:integer;
begin
    aux:=0;
    y:=0;
    z:=1;
    repeat
        x:=aux;
        aux:=aux+1;
        y:=aux;
        z:=z+y;
    until (aux>5);

    aux:=aux+1;
end;
```

EJ11:

```
program dos;
var
    i, temp, x, y, z,aux:integer;

begin
    aux:=0;
    y:=10;
    while(aux>=0) and (aux<5) do begin
        x:=aux;
        aux:=aux+1;
    end;

    aux:=aux+1;
    z:=y+aux;
end;
```

EJ12:

```
program uno;
var
    i, temp, aux, x, y, z:integer;
begin
    aux:=60;
    aux:=aux * 5;
    z:=10;
    y:=6;
    if(aux>45) and (aux<300)then begin
        temp:=aux - 5;
        x:= temp + z + aux + 2 * (y MOD 2);
    end
    else begin
        z:=z + y;
        x:= temp + (aux * z) MOD 2;
    end;
end;
```