

Universidad de San Carlos de Guatemala

Introducción a la programación y computación

Sección "A"

Ing. Moisés Velásquez

Aux. Rocael Isidro



María Julissa García Morán

201602805

09/12/2017

HTML

← → ↻ Es seguro | https://www.codecademy.com/courses/learn-html-elements/lessons/intro-to-html/exercises/review-html-structure?action=lesson_resume&course_redirect=le...

codecademy < Learn HTML: Elements and Structure

Learn

Instructions

- 1. Add a body to the web page.
- 2. Copy and paste the following line of code within the body of the `index.html` file:

```
<h1>Hello World!</h1>
```

Community Forums

Get help and ask questions on the Codecademy community forums.

Report a Bug


Run

```
1 <!DOCTYPE html>
2 <html>
3   <head>
4     <title>My Coding Journey</title>
5   </head>
6   <body>
7     <h1>Hello World!</h1>
8     <p>How are you?<br />
9     I am fine, thanks! </p>
10  </body>
11 </html>
```

http://localhost:8000

Hello World!

How are you?
I am fine, thanks!

 Congratulations! You earned a new achievement:
Lesson Completed:
Introduction to HTML

14. Review Back 14/14 Up Next Get Help

CARDIO_INTENS...mp4 Mostrar todo

← → ↻ Es seguro | https://www.codecademy.com/courses/learn-html-elements/lessons/common-html-elements/exercises/review-tags-html?action=lesson_resume&course_redir...

codecademy < Learn HTML: Elements and Structure Connecting to Codecademy

Learn

COMMON ELEMENTS

HTML Tags

While some tags have a very specific purpose, such as image and video tags, most tags are used to describe the content that they surround, which helps us modify and style content later. There are seemingly infinite numbers of tags to use (many more than we taught). Knowing when to use each one is based on how you want to describe the content of your HTML. Descriptive, well-chosen tags are one key to high-quality web development. A list of available HTML tags can be found here.


You now know all of the basic elements you need to structure an HTML page and add different types of content. Very soon you'll be creating beautiful websites!

Instructions

Report a Bug

17. HTML Tags Back 17/17 Up Next Get Help

Congratulations!



Congratulations on completing the course **Learn HTML: Elements and Structure**! You've learned a new skill and should be proud!

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OK, got it

03:54 p.m. 07/12/2017

← → ↻ Es seguro | https://www.codecademy.com/courses/learn-html-tables/lessons/tables/exercises/review-html-tables?action=lesson_resume&course_redirect=learn-html

codecademy < Learn HTML: Tables

Learn index.html http://localhost:8000

HTML Tables

Great job! In this lesson, you learned how to create a table, add data to it, and section the table into smaller parts that make it easier to read.

Let's review what you've learned so far:


1. The `<table>` element creates a table.
2. The `<tr>` element adds rows to a table.
3. To add data to a row, you can use the `<td>` element.
4. Table headings clarify the meaning of data. Headings are added with the `<th>` element.
5. Table data can span columns using the `<td colspan="2">` element.

Instructions Report a Bug

Run

13. HTML Tables Back 13/13 Up Next Get Help

Congratulations!



Congratulations on completing the course **Learn HTML: Tables**! You've learned a new skill and should be proud!

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OK, got it

NAME	NUMBER OF ITEMS TO SHIP	NEXT ACTION
Adam's Greenworks	14	Package Items

← → ↻ Es seguro | https://www.codecademy.com/Juli_201602805#completed

Juli_201602805

1 Skills completed 9 Badges

Joined Dec 6, 2017 45 total points 1 day streak Last coded 3 minutes ago

Completed Skills 1

Learn HTML

✓

>

Browse All Projects (0)

ES 06:00 a.m. 09/12/2017

Java

Es seguro | https://www.codecademy.com/courses/learn-java/lessons/introduction-to-java/exercises/generalizations?action=lesson_resume

codecademy Learn Java

Learn

Instructions

- 3. Set the `int` variable `awesomeLevel` equal to `121`.
- 4. Set the `int` variable `epicLevel` equal to `awesomeLevel` multiplied by 2.
- 5. Uncomment the last line so that the console prints out the value of `epicLevel`.

Community Forums

Get help and ask questions on the Codecademy

Report a Bug

Generalizations.java

```
1 * public class Generalizations {
2 *   public static void main(String[] args) {
3
4     //Hello World!
5     boolean isComplete = true;
6     int awesomeLevel = 121;
7     int epicLevel = awesomeLevel * 2;
8     System.out.println(epicLevel);
9
10
11   }
12 }
```

242

Run

12. Generalizations Back 12/12 Up Next Get Help

ES 08:34 a.m. 09/12/2017

CODE ACHIEVEMENT Congratulations! You earned a new achievement: **Lesson Completed: Introduction to Java**

Es seguro | https://www.codecademy.com/courses/learn-java/lessons/object-oriented-programming/exercises/generalizations-oop-java?action=lesson_resume

codecademy Learn Java

Learn

Instructions

- 2. On the next line, call the `addSugar` method on `myOrder` and specify `2` as the argument.
- 3. Modify the `Coffee` class so that it inherits from the `Beverage` class.
- 4. Inside of `main`, call the `isFull` method on the `myOrder` object.

Community Forums

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Report a Bug

Coffee.java Beverage.java

```
1 * class Coffee extends Beverage{
2
3 *   public Coffee() {
4
5
6   }
7
8 *   public void addSugar(int cubes) {
9
10     System.out.println("You added " + cubes + "
11     sugar cubes.");
12
13   }
14
15 *   public static void main(String[] args) {
16     Coffee myOrder = new Coffee();
17     myOrder.addSugar(2);
18     myOrder.isFull();
19   }
```

You added 2 sugar cubes.
Your order is full!

Run

13. Generalizations Back 13/13 Up Next Get Help

ES 12:34 p.m. 09/12/2017

CODE ACHIEVEMENT Congratulations! You earned a new achievement: **Lesson Completed: Object-Oriented Java**

← → ↻ Es seguro | https://www.codecademy.com/courses/learn-java/lessons/data-structures/exercises/generalizations-data-structures?action=lesson_resume

codecademy < Learn Java

Learn

Instructions

editor is missing the code that should be run. Inside of the `for` loop, type:

```
System.out.println(sport);
```

5. Uncomment the incomplete `for` loop towards the bottom and complete the loop by typing:

```
for ( String city :  
    majorCities.keySet() ) {  
    }  
}
```

Community Forums

Report a Bug


13. Generalizations

Back 13/13 Up Next Get Help

Run

Football
Boxing
New York was founded in 1624
founded in 43
as founded in 1554
was founded in 1521

Congratulations!



Congratulations on completing the course **Learn Java**! You've learned a new skill and should be proud!

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OK, got it

Congratulations! You earned a new achievement:
Course Completed: Learn Java

Congratulations! You earned a new achievement:
Lesson Completed: Data Structures

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Juli_201602805

2 Skills completed

16 Badges

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Completed Skills 2

Learn HTML	<div><div></div></div>	✓	>
Learn Java	<div><div></div></div>	✓	>

Git

← → ↻ Es seguro | https://www.codecademy.com/courses/learn-git/lessons/git-teamwork/exercises/teamwork-review?action=lesson_resume

codecademy < Learn Git

Learn

GIT TEAMWORK

generalizations

Congratulations, you now know enough to collaborating on Git projects! Let's review:


- A *remote* is a Git repository that lives *outside* your Git project folder. Remote live on the web, on a shared network or even in a separate folder on your local computer.
- The *Git Collaborative Workflow* are steps that enable smooth project development when multiple collaborators are working on the same Git project.

We also learned the following commands:

- ☑ Instructions
- 🔗 Report a Bug

8. generalizations Back 8/8 Up Next Get Help

Congratulations!




Congratulations on completing the course **Learn Git**! You've learned a new skill and should be proud!


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OK, got it



Congratulations! You earned a new achievement:
Course Completed: Learn Git



Congratulations! You earned a new achievement:
Lesson Completed: Git Teamwork

Romeo_Santos_...3gp hbpix (2) Leandro_y_Leonar...3gp Temporal_De_A...3gp Mostrar todo ×

05:57 p.m. 09/12/2017

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Juli_201602805

3 Skills completed 23 Badges

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Completed Skills 3

Learn HTML	<div></div>	✓	>
Learn Java	<div></div>	✓	>
Learn Git	<div></div>	✓	>

05:58 p.m. 09/12/2017