FACULTAD DE INGENIERIA

Estructuras de Datos y Algoritmos I

Actividad #3 "Calculadora"

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Grupo:12 SEMESTRE 2021-2

Fecha de entrega: 23/06/2021

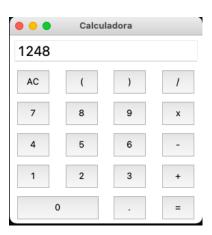
Calculadora (python)

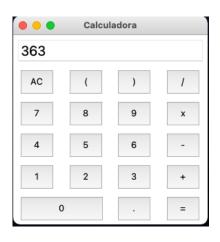
```
ventana = Tk()
                  ventana.title("Calculadora")
                  e_texto = Entry(ventana, font= ("Calibri 20"))
e_texto.grid(row = 0,column = 0, columnspan = 4, padx = 5, pady = 5)
                  def click_boton(valor):
    global i
                                e_texto.insert(i, valor)
                   def borrar():
                               e_texto.delete(0, END)
                  def residuo_operacion():
                              ecuacion = e_texto.get()
resultado = eval(ecuacion)
e_texto.delete(0, END)
                              e_texto.insert(0, resultado)
i = 0
                 #Botones
boton1 = Button(ventana, text = "1", width = 5, height = 2, command = lambda: click_boton(1))
boton2 = Button(ventana, text = "2", width = 5, height = 2, command = lambda: click_boton(2))
boton3 = Button(ventana, text = "3", width = 5, height = 2, command = lambda: click_boton(3))
boton4 = Button(ventana, text = "4", width = 5, height = 2, command = lambda: click_boton(4))
boton5 = Button(ventana, text = "5", width = 5, height = 2, command = lambda: click_boton(5))
boton6 = Button(ventana, text = "6", width = 5, height = 2, command = lambda: click_boton(6))
boton7 = Button(ventana, text = "7", width = 5, height = 2, command = lambda: click_boton(7))
boton8 = Button(ventana, text = "8", width = 5, height = 2, command = lambda: click_boton(8))
boton9 = Button(ventana, text = "9", width = 5, height = 2, command = lambda: click_boton(9))
boton0 = Button(ventana, text = "0", width = 13, height = 2, command = lambda: click_boton(9))
                  boton_borrar = Button(ventana, text = "AC", width = 5, height = 2, command = lambda: borrar())
boton_parentesis1 = Button(ventana, text = "(", width = 5, height = 2, command = lambda: click_boton("("))
boton_parentesis2 = Button(ventana, text = ")", width = 5, height = 2, command = lambda: click_boton(")"))
boton_punto = Button(ventana, text = ".", width = 5, height = 2, command = lambda: click_boton("."))
                  boton_div = Button(ventana, text = "/", width = 5, height = 2, command = lambda: click_boton("/"))
boton_mult = Button(ventana, text = "x", width = 5, height = 2, command = lambda: click_boton("*"))
boton_sum = Button(ventana, text = "+", width = 5, height = 2, command = lambda: click_boton("+"))
boton_rest = Button(ventana, text = "-", width = 5, height = 2, command = lambda: click_boton("-"))
boton_igual = Button(ventana, text = "=", width = 5, height = 2, command = lambda: residuo_operacion())
                  boton_borrar.grid(row = 1, column = 0, padx = 5, pady = 5)
boton_parentesis1.grid(row = 1, column = 1, padx = 5, pady = 5)
boton_parentesis2.grid(row = 1, column = 2, padx = 5, pady = 5)
boton_div.grid(row = 1, column = 3, padx = 5, pady = 5)
                  boton7.grid(row = 2, column = 0, padx = 5, pady = 5)
boton8.grid(row = 2, column = 1, padx = 5, pady = 5)
boton9.grid(row = 2, column = 2, padx = 5, pady = 5)
boton_mult.grid(row = 2, column = 3, padx = 5, pady = 5)
                   boton4.grid(row = 3, column = 0, padx = 5, pady =
                  boton5.grid(row = 3, column = 1, padx = 5, pady = 5)
boton6.grid(row = 3, column = 2, padx = 5, pady = 5)
boton_rest.grid(row = 3, column = 3, padx = 5, pady = 5)
                  boton1.grid(row = 4, column = 0, padx = 5, pady = 5)
boton2.grid(row = 4, column = 1, padx = 5, pady = 5)
boton3.grid(row = 4, column = 2, padx = 5, pady = 5)
boton_sum.grid(row = 4, column = 3, padx = 5, pady = 5)
                  boton0.grid(row = 5, column = 0, columnspan = 2, padx = 5, pady = 5)
boton_punto.grid(row = 5, column = 2, padx = 5, pady = 5)
boton_igual.grid(row = 5, column = 3, padx = 5, pady = 5)
78 ventana.mainloop()
```

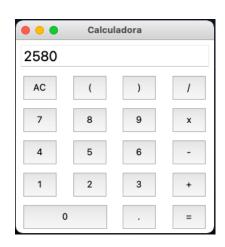








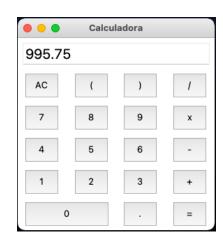


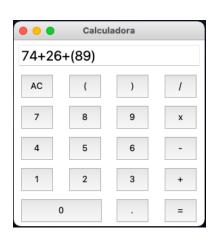


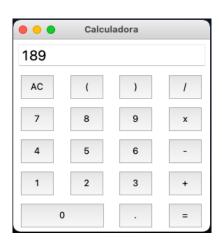




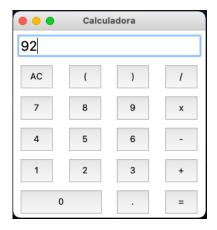


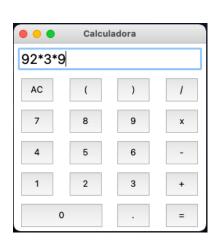




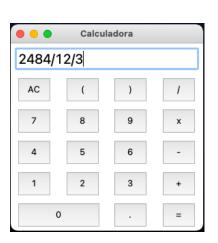














Calculadora(Lenguaje C)

```
#include <stdio.h>
#include <stdlib.h>
□ int main(){
          //char opracion [TAM]
char operacion [50];
          int op1=0, op2=0;
          printf("Escribe la operacion ");
scanf("%s", &operacion);
          printf("La operacion es: %s\n\n", operacion);
Ē
                       if(operacion[i]=='*'){
   op1=(int)(operacion[i-1]-'0');
   op2=(int)(operacion[i+1]-'0');
   //printf("\n%c \n%c", operacion[i-1], operacion[i+1]);
   res =op1*op2;
                       }else{
   if(operacion[i]=='/'){
        if(operacion[i]=='/')
                                    op1=(int)(operacion[i-1]-'0');
op2=(int)(operacion[i+1]-'0');
                                    res +=op1/op2;
                              }else{
   if(operacion[i]=='+'){
        if(operacion[i]=='+')
                                           op1=(int)(operacion[i-1]-'0');
op2=(int)(operacion[i+1]-'0');
                                           res +=op1+op2;
                                    res +=op1-op2;
          }while(operacion[i] == '*' || operacion[i] == '/' || operacion[i] == '+' || operacion[i] == '-');
printf("\nEl resultado de la operacion es %d ", res);
```

C:\Users\Luis GarcYa\Desktop\EDA N\dev\Calculadora.exe

Escribe la operacion 3-8

La operacion es: 3-8

El resultado de la operacion es -5

Process exited after 7.014 seconds with return value 0

Presione una tecla para continuar . . . _

C:\Users\Luis GarcÝa\Desktop\EDA |\dev\Calculadora.exe

Escribe la operacion 9/3

La operacion es: 9/3

El resultado de la operacion es 3

Process exited after 3.719 seconds with return value 0

Presione una tecla para continuar . . . _

C:\Users\Luis GarcYa\Desktop\EDA I\dev\Calculadora.exe
Escribe la operacion 4*5
La operacion es: 4*5

El resultado de la operacion es 20

Process exited after 4.926 seconds with return value 0

Presione una tecla para continuar . . .