



```
1
2 /**
3  * Algoritmo para realizar una busqueda
4  *
5  * @author Omar Ganem
6  * @version 21 September 2023
7  */
8 public class QuickF
9 {
10     public static void main(String[] args){
11         int n = Integer.parseInt(args[0]);
12         int id[] = new int[n];
13
14         for(int i = 0; i < n; i++){
15             id[i] = i;
16         }
17     }
18 }
19
```

```
1
2 /**
3  * Clase para probar los metodos
4  *
5  * @author Omar Ganem
6  * @version 21 September 2023
7  */
8 public class Test
9 {
10     public static void main(String[] args){
11         System.out.print("\u000C"); //limpia la consola
12         Out.WriteLine(In.GetString());
13     }
14 }
15
```

```
1  /**
2   * Para leer datos
3   *
4   * @author Omar Ganem
5   * @version 21 September 2023
6   */
7  import java.io.*; //paquete de input y ouput
8  public class In
9  {
10     private static int c;
11
12     private static boolean Blanco(){
13         return Character.isWhitespace((char) c);
14     }
15
16     private static void ReadC(){
17         try{
18
19             c = System.in.read();
20         }catch(IOException ex){
21             c = -1;
22         }
23     }
24
25     public static void Init(){
26         ReadC();
27     }
28
29     public static boolean Empty(){
30         return c == -1;
31     }
32
33     public static String GetString(){
34         if (Empty()){
35             return null;
36         }
37         String s = "";
38         do{
39             s = s + (char)c;
40             ReadC();
41         }while(!(Empty() || Blanco()));
42         while(!(Empty() && Blanco())){
43             ReadC();
44         }
45         return s;
46     }
47
48     public static int GetInt(){
49         return Integer.parseInt(GetString());
50     }
```

```
51  
52     public static double GetDouble(){  
53         return Double.parseDouble(GetString());  
54     }  
55 }  
56
```

```
1
2 /**
3  * va a ser la salida de el programa
4  *
5  * @author Omar Ganem
6  * @version 21 September 2023
7  */
8 public class Out
9 {
10     public static void Write (String s)
11     {
12         System.out.print(s);
13     }
14
15     public static void WriteLine(String s)
16     {
17         System.out.println(s);
18     }
19 }
20
```

```
1 -----
2 This is the project README file. Here, you should describe your project.
3 Tell the reader (someone who does not know anything about this project)
4 all they need to know. The comments should usually include at least:
5 -----
6
7 PROJECT TITLE:
8 PURPOSE OF PROJECT:
9 VERSION or DATE:
10 HOW TO START THIS PROJECT:
11 AUTHORS:
12 USER INSTRUCTIONS:
13
```