



Tecnologico nacional de Mexico

Ingenieria Mecatronica

Temas: Practica 1

Docente: Miriam Puente Jime

Materia: Programacion Basica

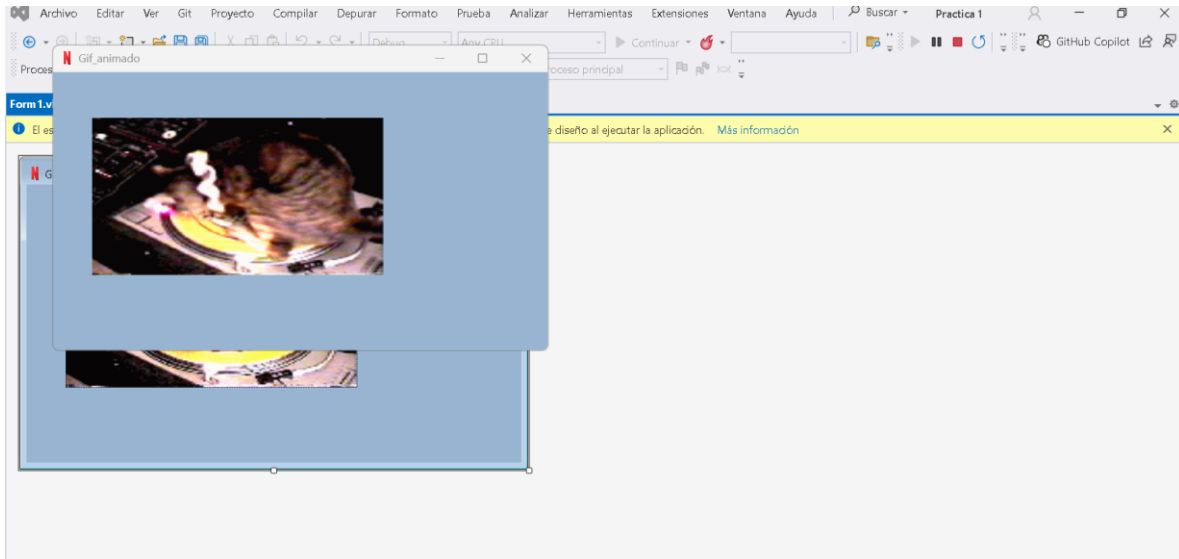
Matricula: 24580155

Alumno: Pedro Guerrero Sandoval

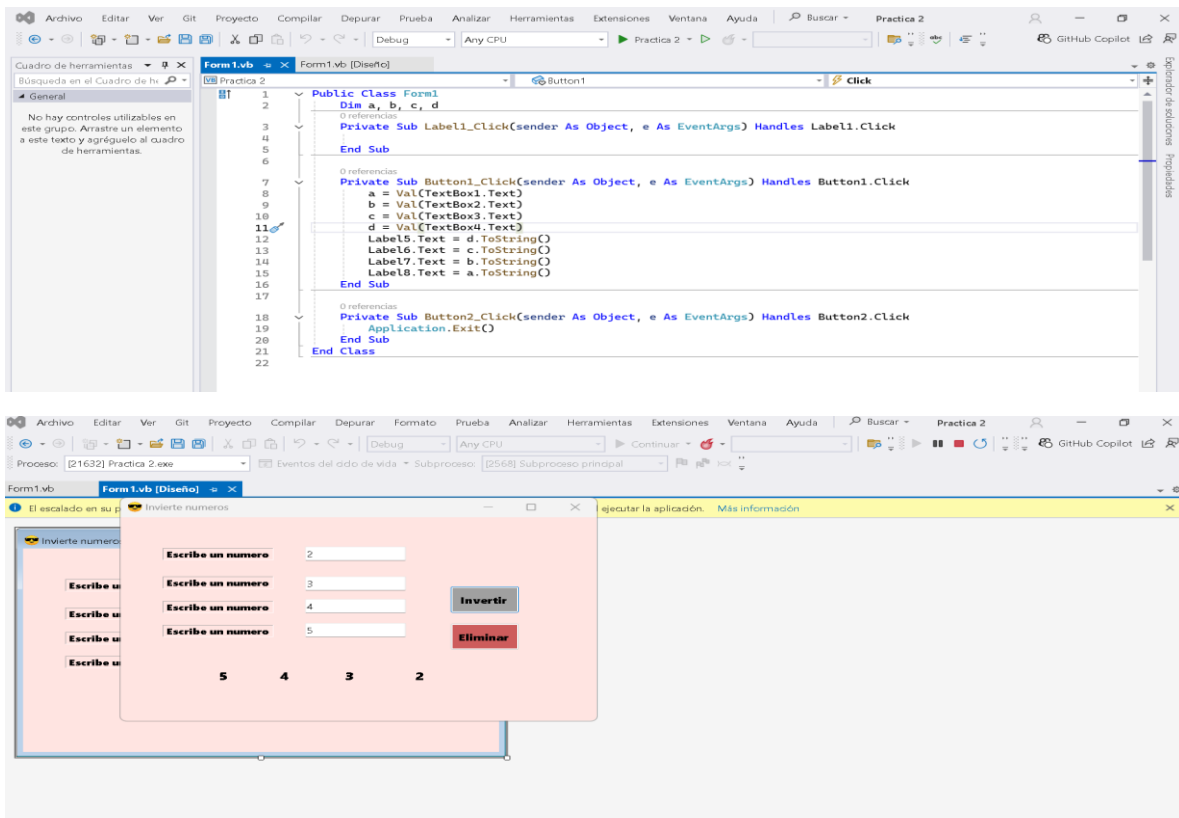
Fecha de entrega 04/04/25

Prácticas de visual studio

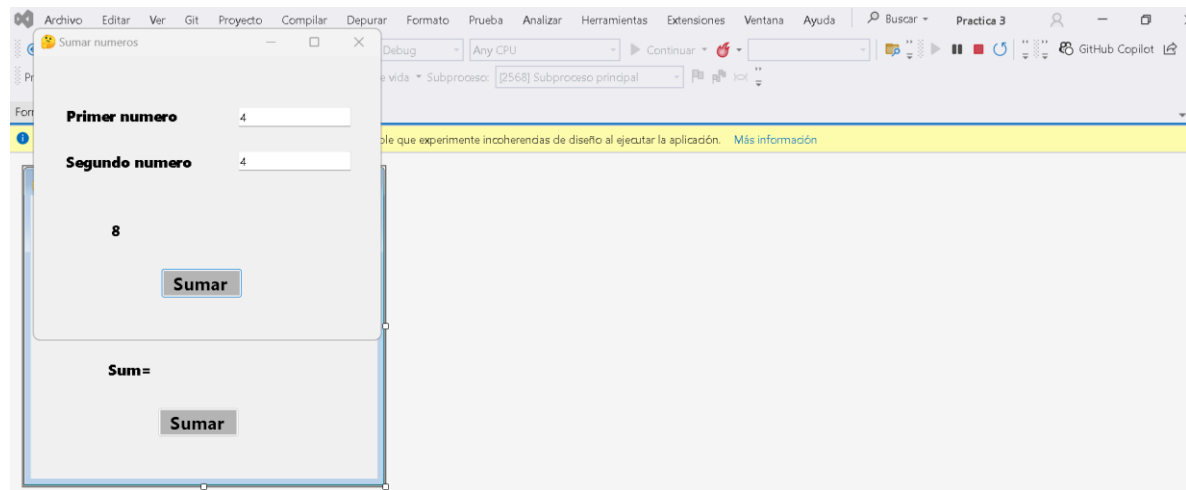
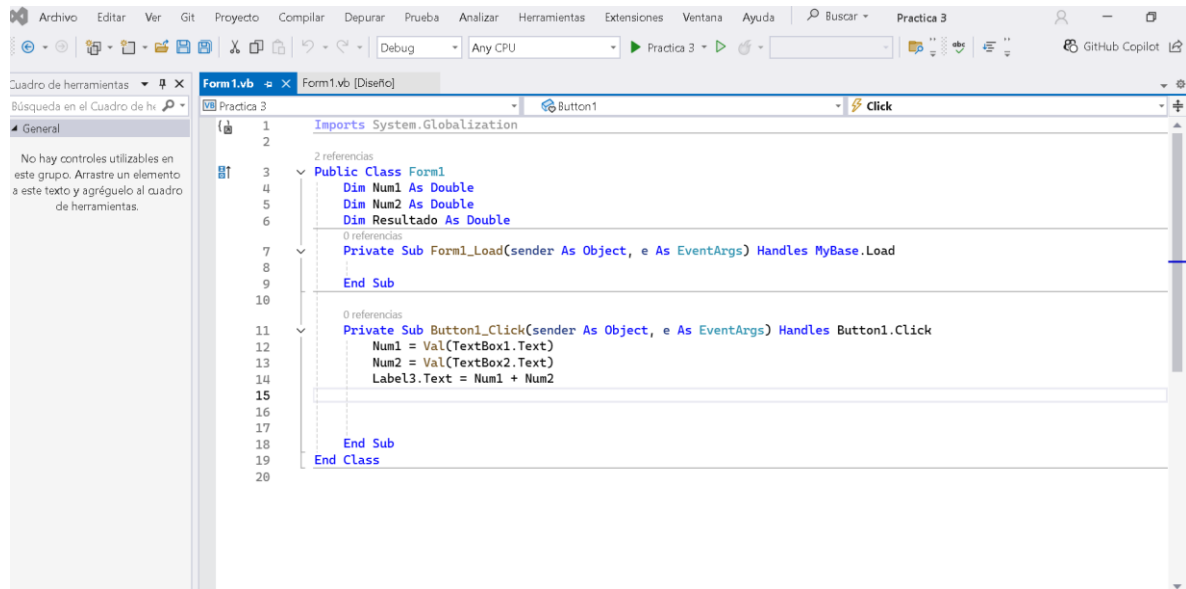
Practicas 1



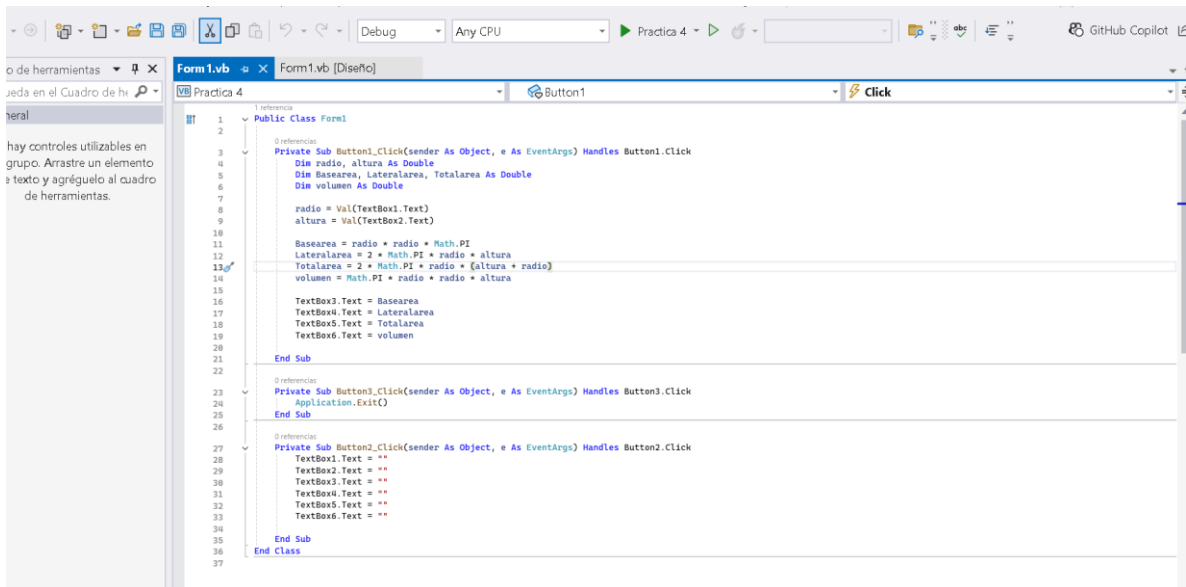
Practica 2



Practica 3



Practica 4



```
1 2
3 4
5 6
7 8
9 10
11 12
13 14
15 16
17 18
19 20
21 22
23 24
25 26
27 28
29 30
31 32
33 34
35 36
37

Public Class Form1
    Private Sub Button1_Click(sender As Object, e As EventArgs) Handles Button1.Click
        Dim radio, altura As Double
        Dim Basearea, Lateralarea, Totalarea As Double
        Dim volumen As Double

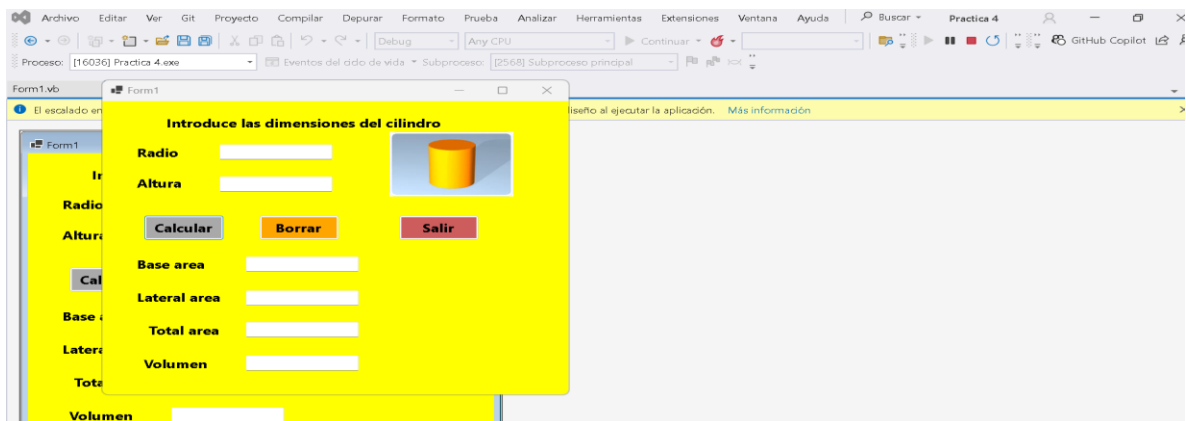
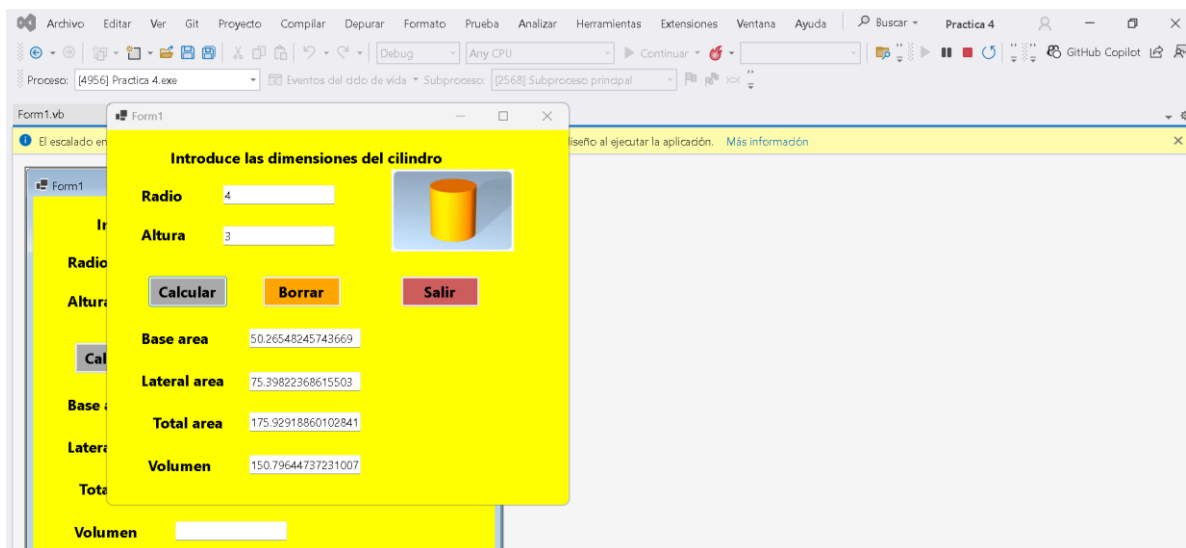
        radio = Val(TextBox1.Text)
        altura = Val(TextBox2.Text)

        Basearea = radio * radio * Math.PI
        Lateralarea = 2 * Math.PI * radio * altura
        Totalarea = 2 * Math.PI * radio * (altura + radio)
        volumen = Math.PI * radio * radio * altura

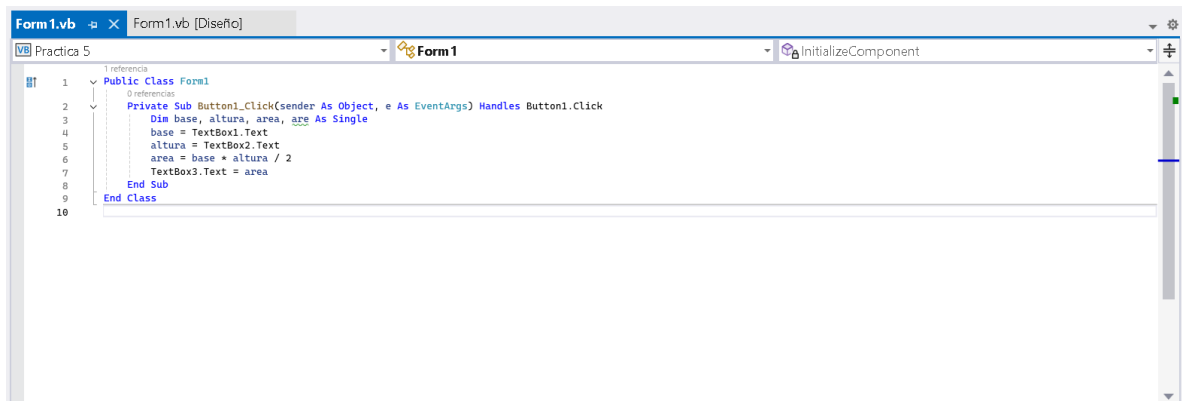
        TextBox3.Text = Basearea
        TextBox4.Text = Lateralarea
        TextBox5.Text = Totalarea
        TextBox6.Text = volumen
    End Sub

    Private Sub Button3_Click(sender As Object, e As EventArgs) Handles Button3.Click
        Application.Exit()
    End Sub

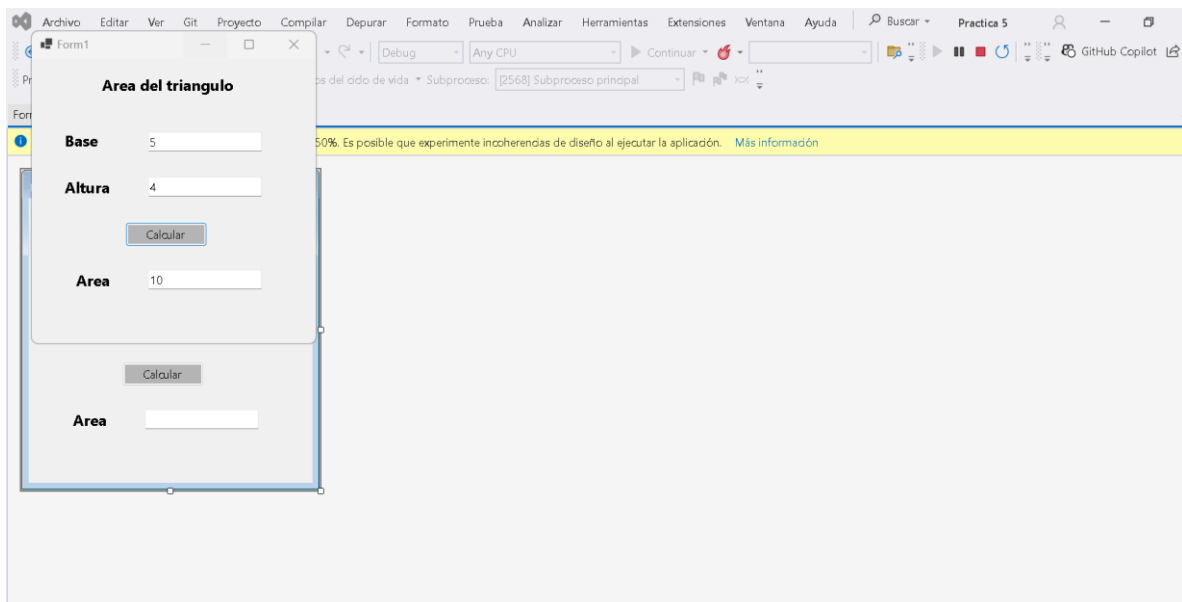
    Private Sub Button2_Click(sender As Object, e As EventArgs) Handles Button2.Click
        TextBox1.Text = ""
        TextBox2.Text = ""
        TextBox3.Text = ""
        TextBox4.Text = ""
        TextBox5.Text = ""
        TextBox6.Text = ""
    End Sub
End Class
```



Practica 5



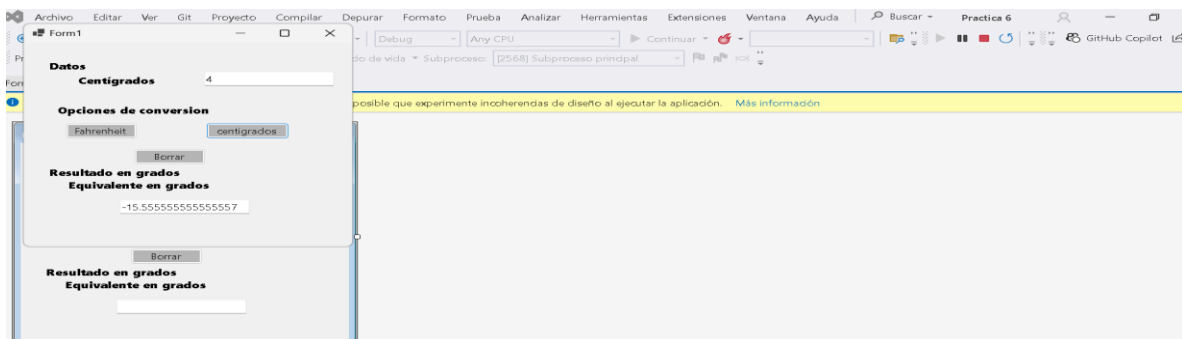
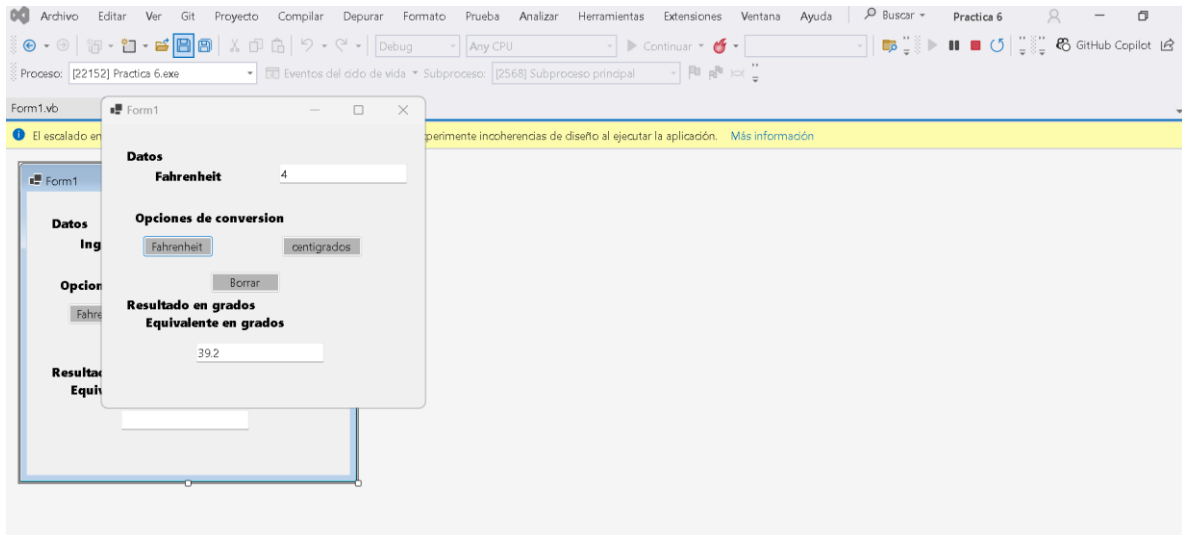
```
1 Public Class Form1
2     Private Sub Button1_Click(sender As Object, e As EventArgs) Handles Button1.Click
3         Dim base, altura, area, are As Single
4         base = TextBox1.Text
5         altura = TextBox2.Text
6         area = base * altura / 2
7         TextBox3.Text = area
8     End Sub
9 End Class
10
```



Practica 6

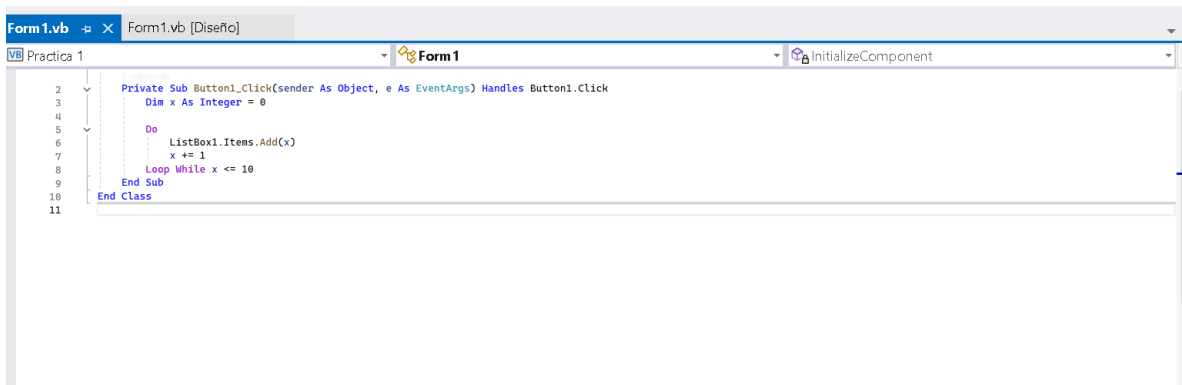
```
Form1.vb [Diseño]
Practica 6
Button3
Click

0 referencias
1 Public Class Form1
2     0 referencias
3     Private Sub Button1_Click(sender As Object, e As EventArgs) Handles Button1.Click
4         Dim v1, farh1 As Double
5         v1 = Double.Parse(TextBox1.Text)
6         farh1 = (v1 * 9.0 / 5.0) + 32
7         TextBox2.Text = farh1.ToString()
8         Label2.Text = "Fahrenheit"
9     End Sub
10
11     0 referencias
12     Private Sub Button2_Click(sender As Object, e As EventArgs) Handles Button2.Click
13         Dim v1, cent1 As Double
14         v1 = Double.Parse(TextBox1.Text)
15         cent1 = (v1 - 32) * (5.0 / 9.0)
16         TextBox2.Text = cent1.ToString()
17         Label2.Text = "Centigrados"
18     End Sub
19
20     0 referencias
21     Private Sub Button3_Click(sender As Object, e As EventArgs) Handles Button3.Click
22         TextBox1.Text = ""
23         TextBox2.Text = ""
24         Label2.Text = "Grados:"
25     End Sub
26 End Class
```

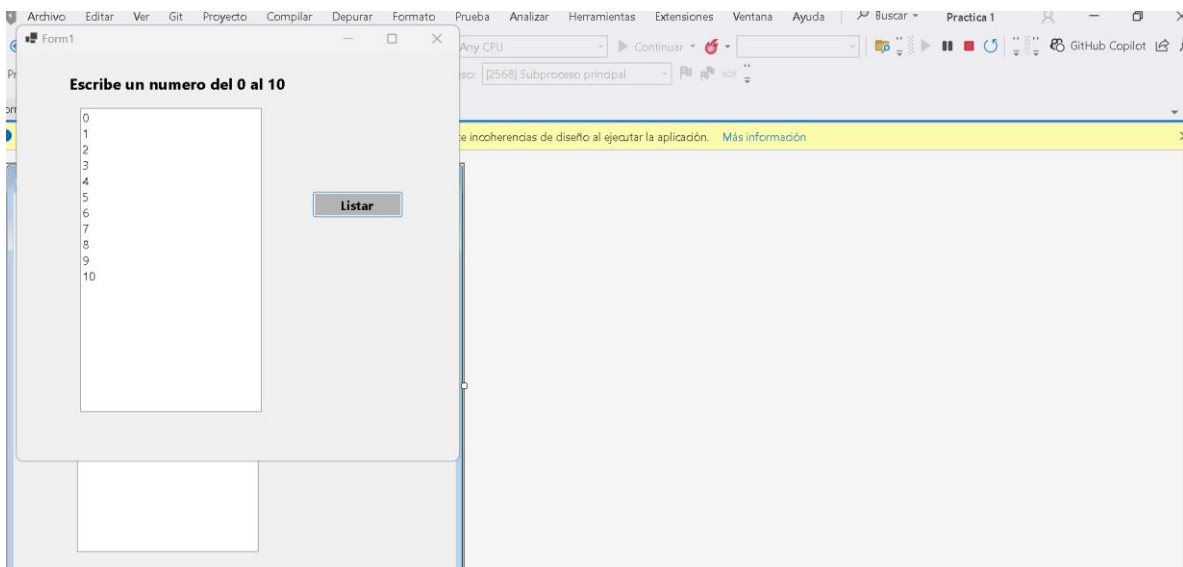


For while Do

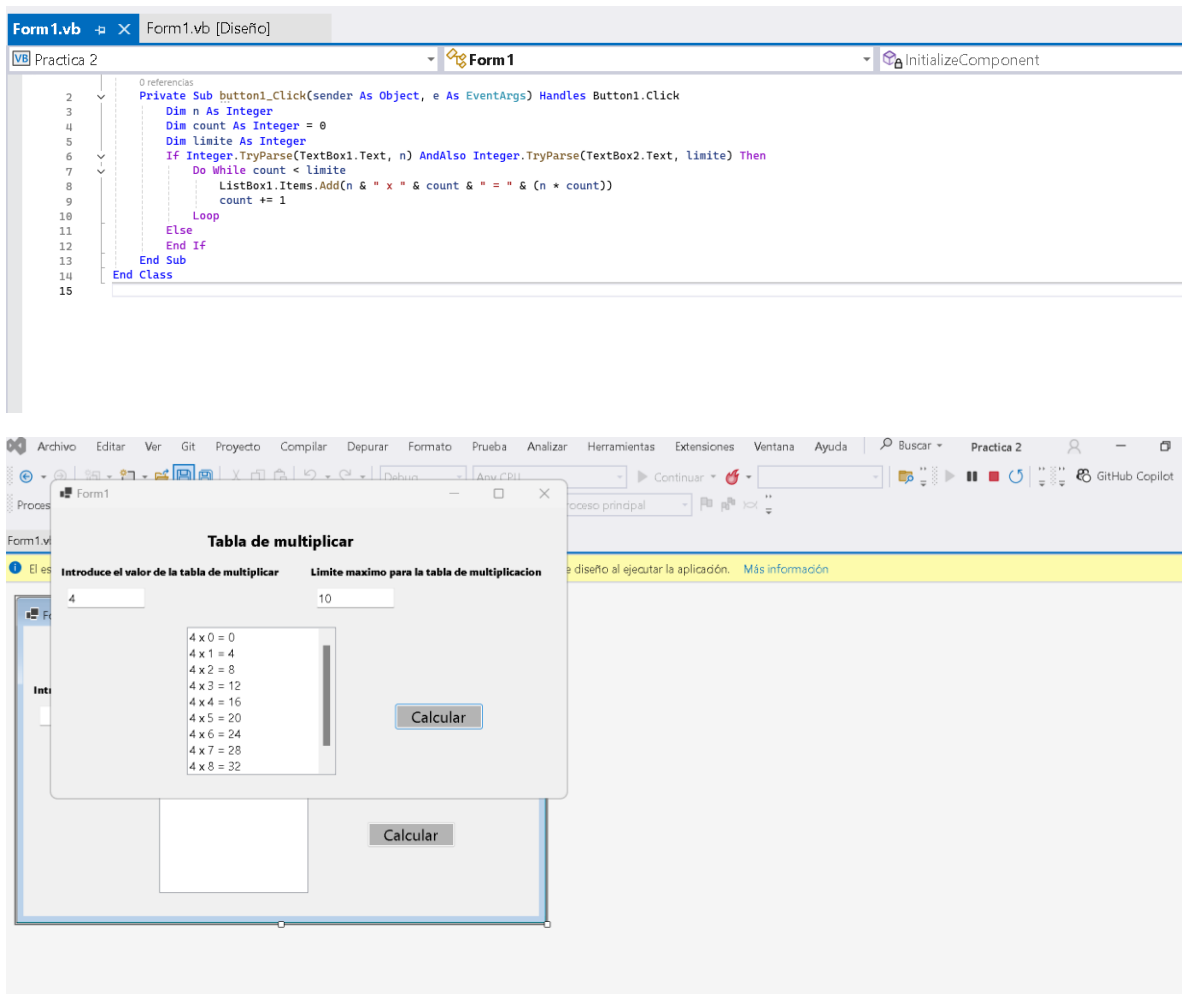
Practica 1



```
2 Private Sub Button1_Click(sender As Object, e As EventArgs) Handles Button1.Click
3     Dim x As Integer = 0
4
5     Do
6         ListBox1.Items.Add(x)
7         x += 1
8     Loop While x <= 10
9 End Sub
10 End Class
11
```



Practica 2



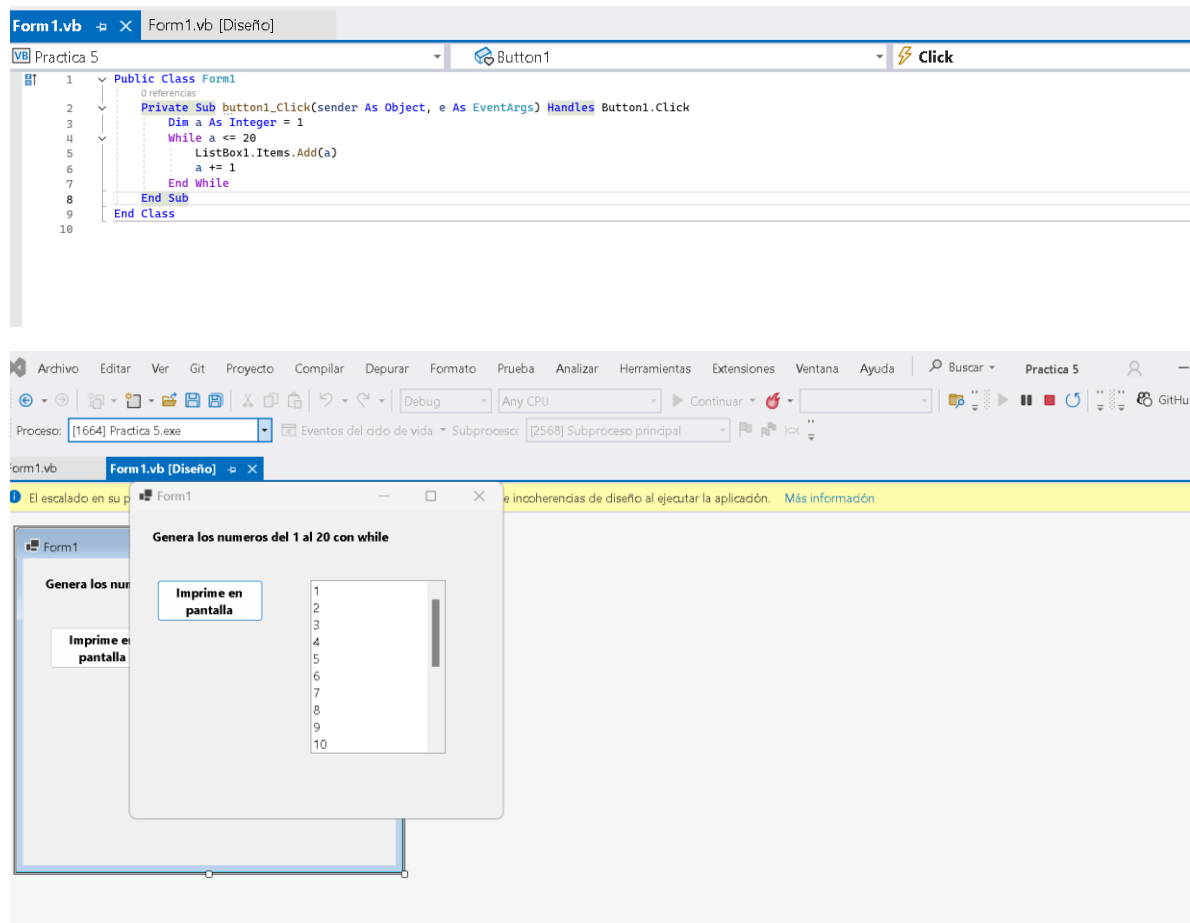
Practica 3

The screenshot shows the Visual Studio IDE with the following components:

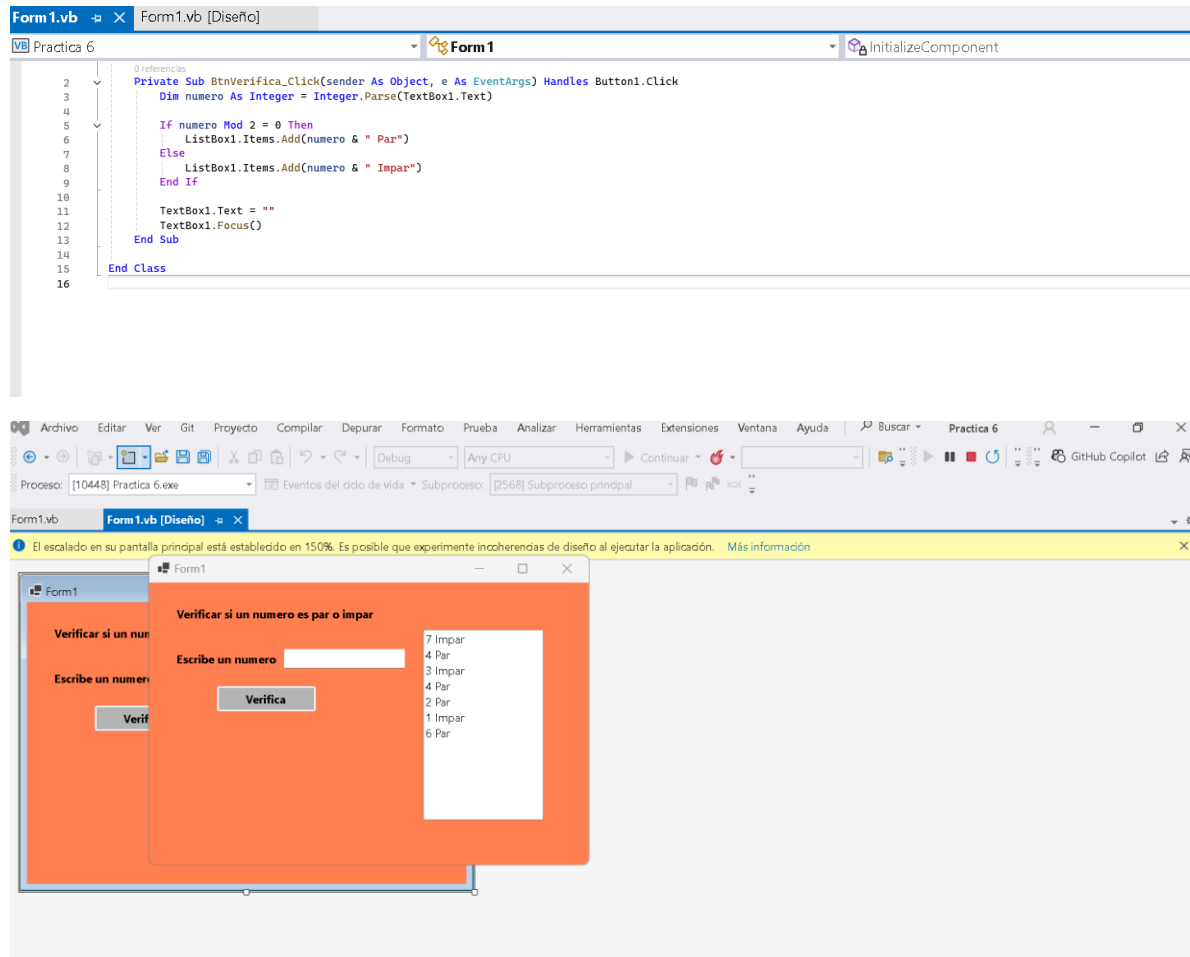
- Form1.vb [Diseño]**: The design view of the form.
- VB Practica 3**: The solution name.
- Button1**: The selected control in the design view.
- Click**: The event handler for Button1.
- Code View**: The source code of Form1.vb, which includes:

```
1 Public Class Form1
2
3     Dim f_num As Single
4     Dim Total As Single = 0
5
6     Private Sub button1_Click(sender As Object, e As EventArgs) Handles Button1.Click
7         TextBox2.Text = Total.ToString()
8     End Sub
9
10    Private Sub button2_Click(sender As Object, e As EventArgs) Handles Button2.Click
11        ListBox1.Items.Add(TextBox1.Text)
12        f_num = Single.Parse(TextBox1.Text)
13        Total += f_num
14        TextBox1.Text = ""
15        TextBox1.Focus()
16    End Sub
17
18 End Class
```
- Output Window**: Shows the message "No se encontraron problemas." (No problems were found).
- Form1.vb**: The running application window, which displays a dialog box titled "Este programa suma los numeros capturados" (This program sums the captured numbers). The dialog box contains:
 - A text box labeled "Introduce un numero" (Enter a number) with the value "2".
 - A button labeled "Añadir" (Add).
 - A text box labeled "La suma de todos son:" (The sum of all is:) with the value "20".
 - A button labeled "Sumar Numeros" (Sum Numbers).
- Form1**: The main application window, which is partially visible behind the dialog box.

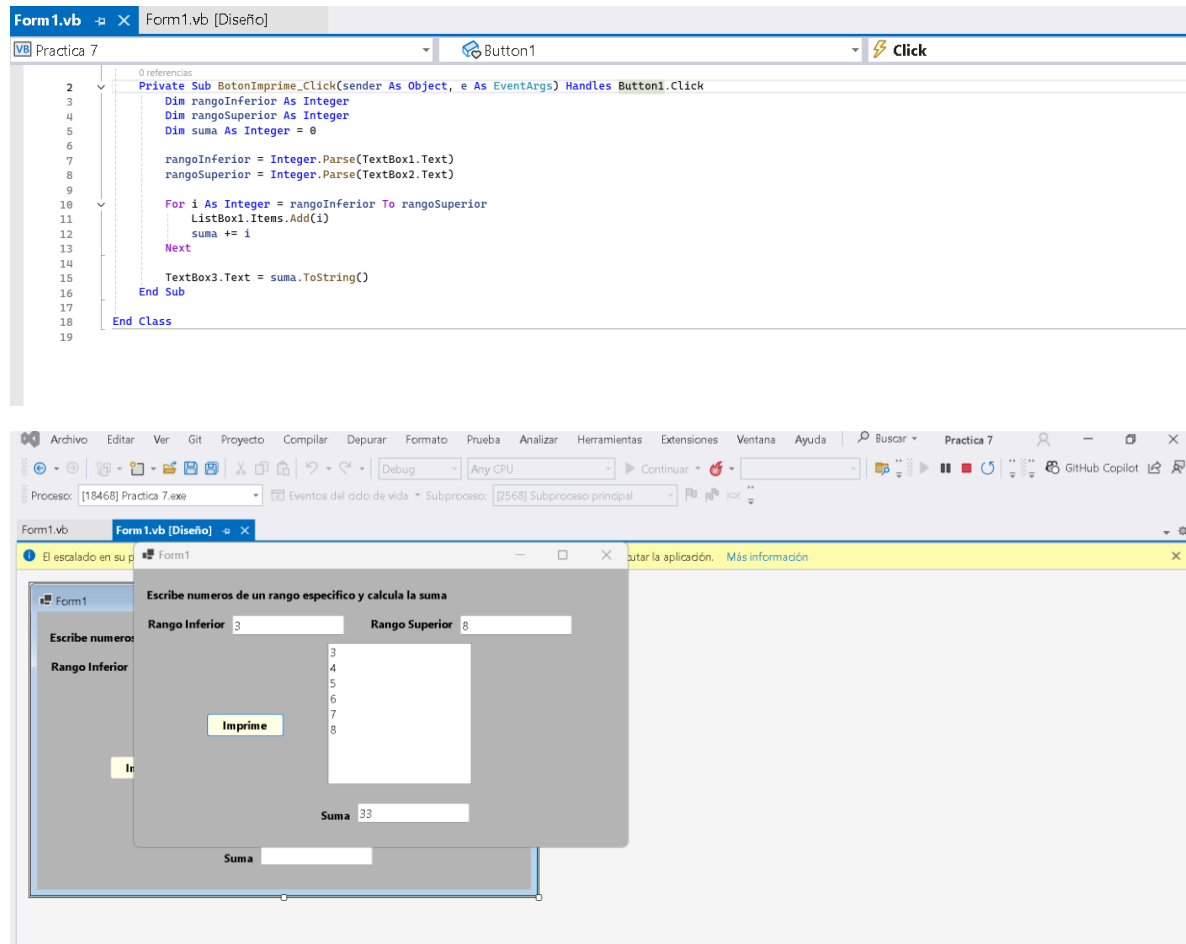
Practica 5



Practica 6

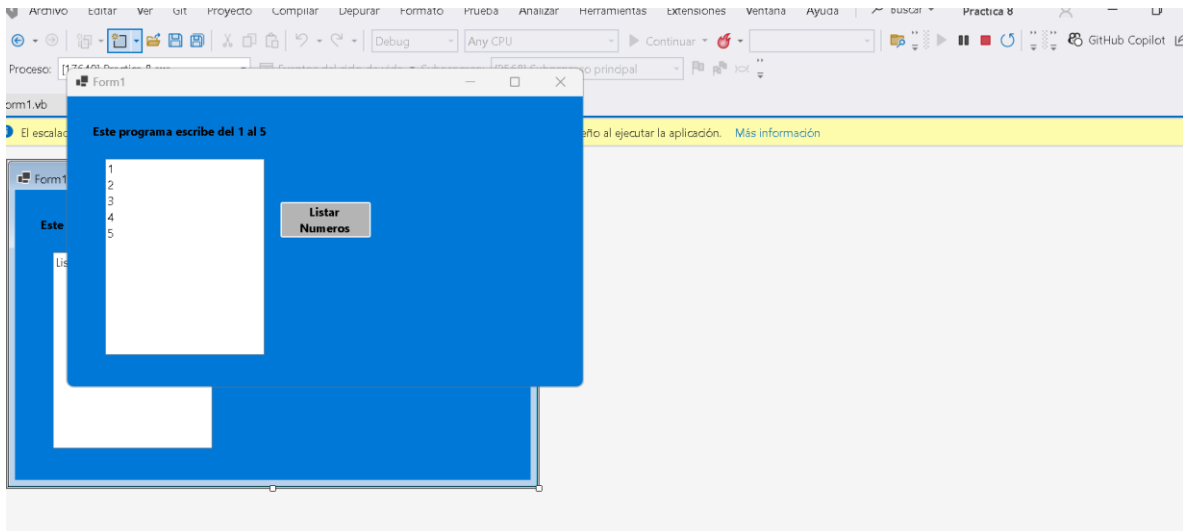


Practica 7

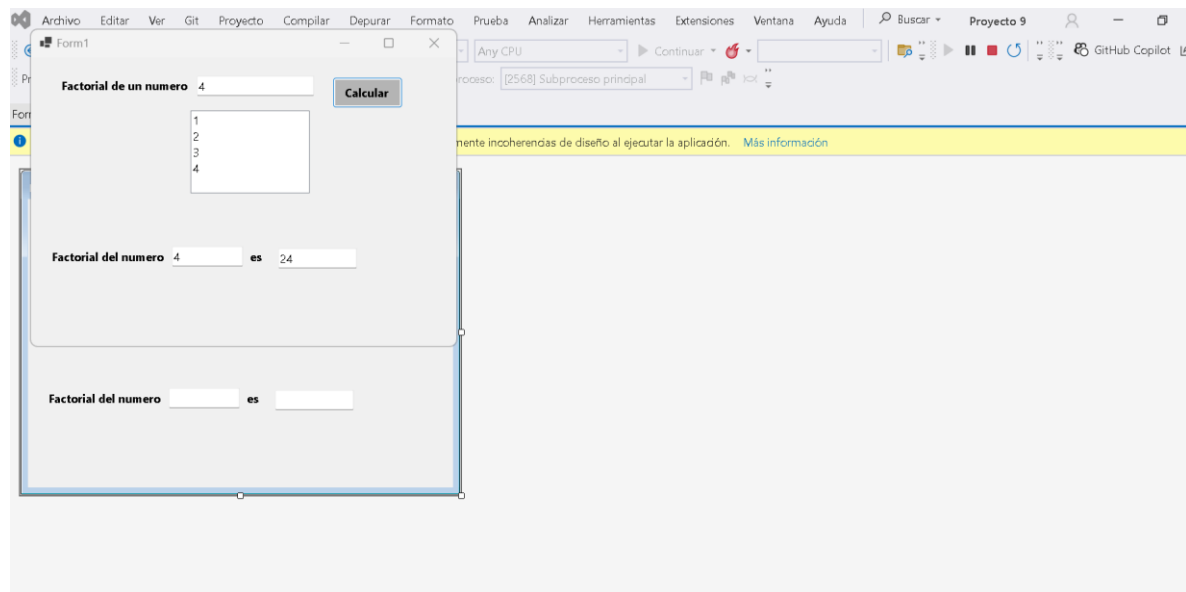
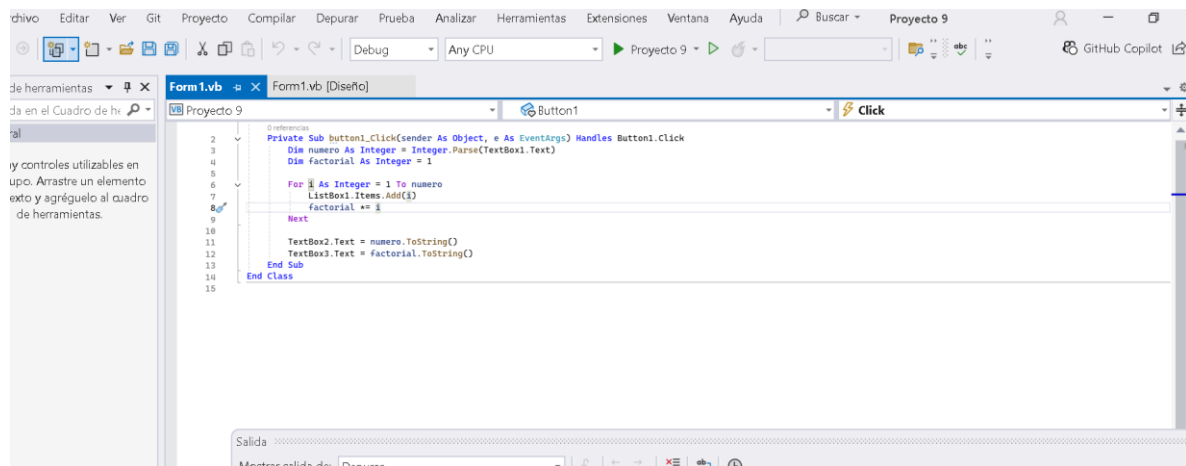


Practica 8

```
Form1.vb x Form1.vb [Diseño]
VB Practica 8 Button1 Click
0 referencias
Private Sub button1_Click(sender As Object, e As EventArgs) Handles Button1.Click
    For i As Integer = 1 To 5
        ListBox1.Items.Add(i)
    Next
End Sub
End Class
```



Practica 9



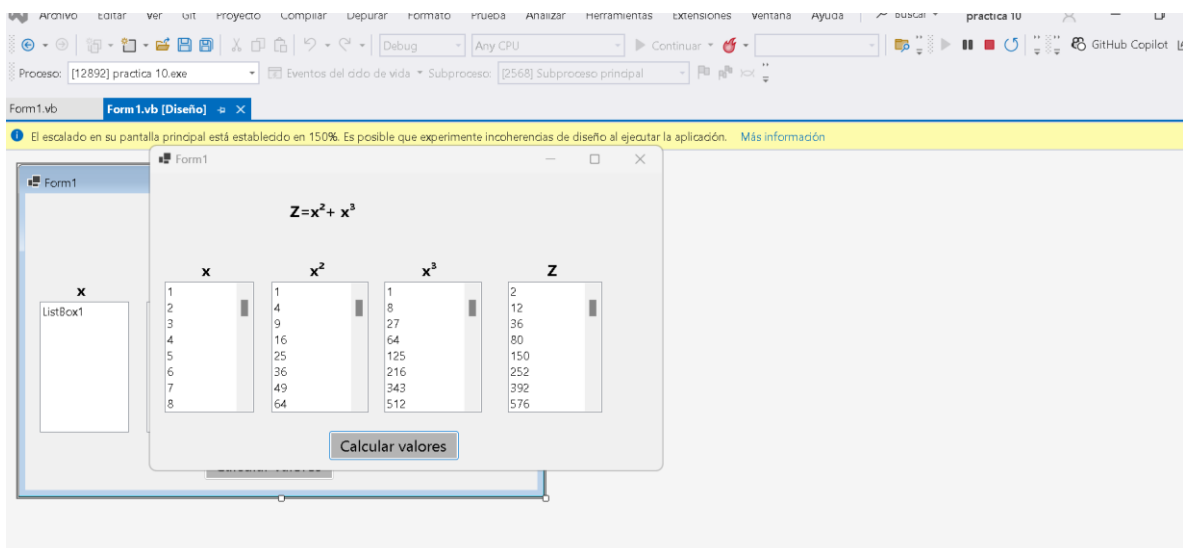
Practica 10

```
Form1.vb [Diseño]
VB practica 10
Button1 Click

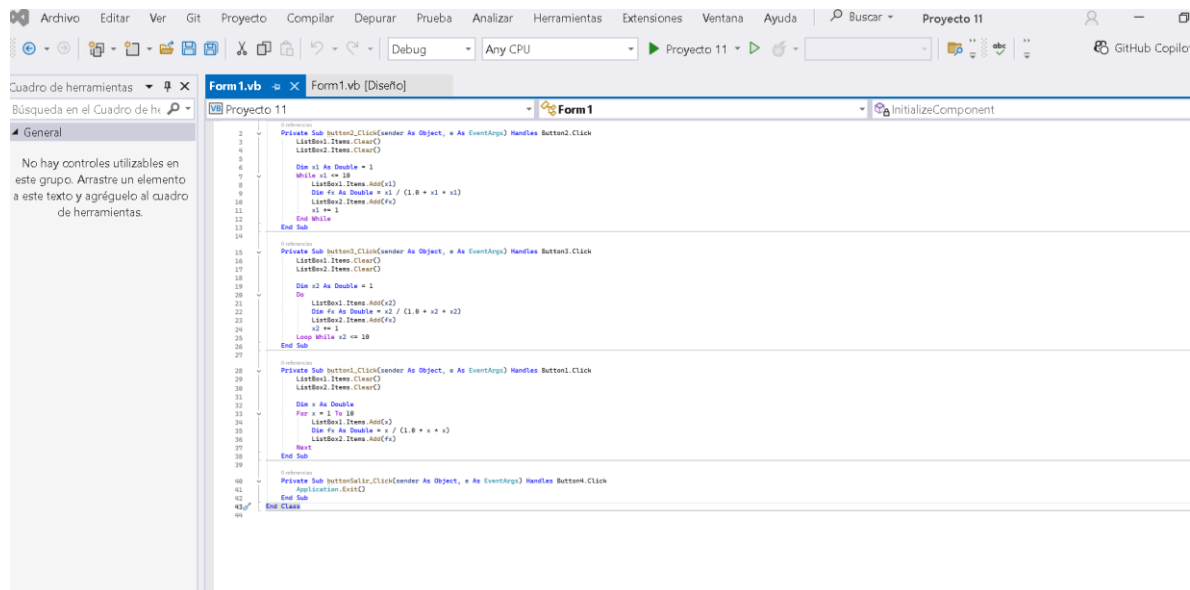
0 referencias
Private Sub button1_Click(sender As Object, e As EventArgs) Handles Button1.Click
    Dim i As Integer
    Dim cua As Integer
    Dim cub As Integer
    Dim zeta As Integer

    For i = 1 To 50
        cua = i * i
        cub = i * i * i
        zeta = cua + cub

        ListBox1.Items.Add(i)
        ListBox2.Items.Add(cua)
        ListBox3.Items.Add(cub)
        ListBox4.Items.Add(zeta)
    Next
End Sub
End Class
```

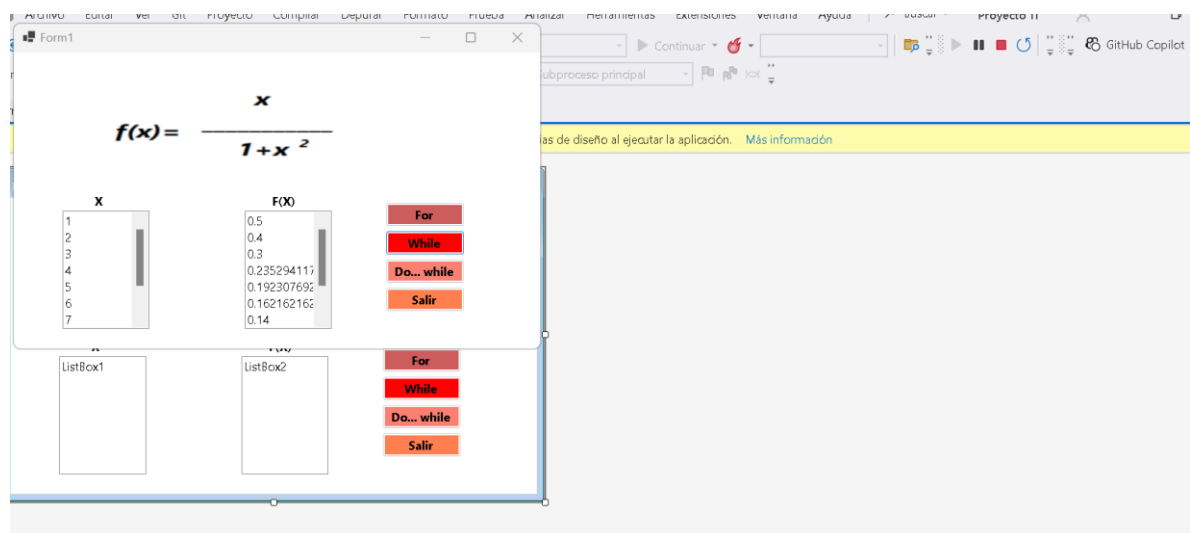


Practica 11



The screenshot shows the Visual Studio Code editor with a VB.NET project named 'Proyecto 11'. The code is for 'Form1' and includes three event handlers for buttons: 'button2_Click', 'button1_Click', and 'buttonSalir_Click'. The 'button2_Click' handler implements a while loop that calculates the value of $f(x) = \frac{x}{1+x^2}$ for x from 1 to 18, displaying the results in 'ListBox1'. The 'button1_Click' handler implements a for loop for the same calculation, displaying results in 'ListBox2'. The 'buttonSalir_Click' handler simply exits the application.

```
2 Private Sub button2_Click(sender As Object, e As EventArgs) Handles Button2.Click
3     ListBox1.Items.Clear()
4     ListBox2.Items.Clear()
5
6     Dim x1 As Double = 1
7     While x1 <= 18
8         ListBox1.Items.Add(x1)
9         Dim fx As Double = x1 / (1.0 + x1 * x1)
10        ListBox1.Items.Add(fx)
11        x1 += 1
12    End While
13 End Sub
14
15 Private Sub button1_Click(sender As Object, e As EventArgs) Handles Button1.Click
16     ListBox1.Items.Clear()
17     ListBox2.Items.Clear()
18
19     Dim x2 As Double = 1
20     For x2 = 1 To 18
21         ListBox1.Items.Add(x2)
22         Dim fx As Double = x2 / (1.0 + x2 * x2)
23         ListBox2.Items.Add(fx)
24         x2 += 1
25     Next
26 End Sub
27
28 Private Sub buttonSalir_Click(sender As Object, e As EventArgs) Handles Button3.Click
29     ListBox1.Items.Clear()
30     ListBox2.Items.Clear()
31
32     Dim x As Double
33     For x = 1 To 18
34         ListBox1.Items.Add(x)
35         Dim fx As Double = x / (1.0 + x * x)
36         ListBox2.Items.Add(fx)
37     Next
38 End Sub
39
40 Private Sub buttonSalir_Click(sender As Object, e As EventArgs) Handles Button3.Click
41     Application.Exit()
42 End Sub
43 End Class
```



Practicas selectivas

Practica 12

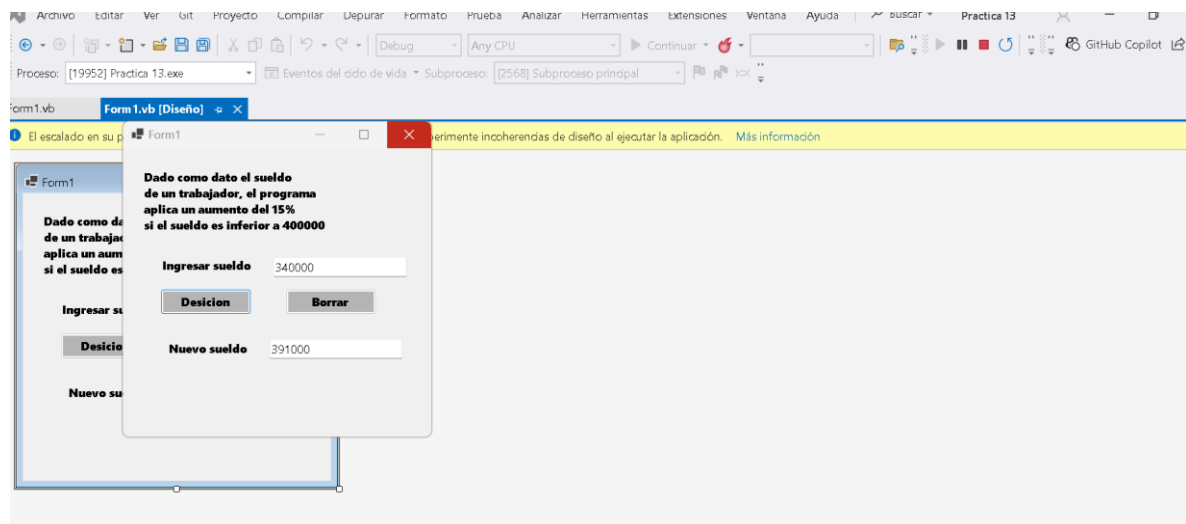
The screenshot displays the Visual Basic IDE for a project named "Practica 12". The top pane shows the code for `Form1`:

```
1 Public Class Form1
2     Private Sub Label1_Click(sender As Object, e As EventArgs) Handles Label1.Click
3
4     End Sub
5
6     Private Sub Button1_Click(sender As Object, e As EventArgs) Handles Button1.Click
7         Dim cal
8         cal = Double.Parse(TextBox1.Text)
9         If (Cal < 3.0) Then MessageBox.Show("Reprobado")
10    End Sub
11 End Class
12
```

The bottom pane shows the application running. A yellow status bar message indicates: "El escalado en su pantalla principal está establecido en 150%. Es posible que experimente incoherencias de diseño al ejecutar la aplicación. Más información". The application window shows a form titled "Form1" with a label "Calificacion" and a text box containing the value "2". Below the text box is a button labeled "Decision". A message box is displayed with the text "Reprobado" and an "Aceptar" button.

Practica 13

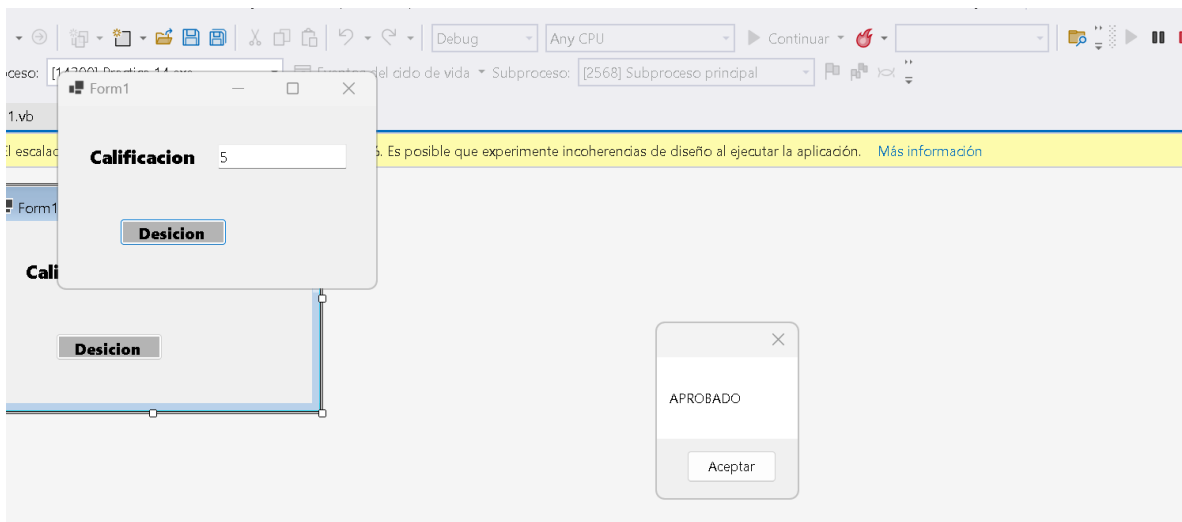
```
Form1.vb  Form1.vb [Diseño]
Practica 13  Form 1
1  Public Class Form1
2      Private Sub Button1_Click(sender As Object, e As EventArgs) Handles Button1.Click
3          Dim sueldo, aum, nsue
4          sueldo = Double.Parse(TextBox1.Text)
5          If (sueldo < 400000.0) Then
6              End If
7          aum = sueldo * 0.15
8          nsue = sueldo + aum
9          TextBox2.Text = nsue.ToString()
10      End Sub
11
12      Private Sub Button2_Click(sender As Object, e As EventArgs) Handles Button2.Click
13          TextBox1.Text = ""
14          TextBox2.Text = ""
15      End Sub
16  End Class
17
```



Practica 14

```
Form1.vb [Diseño]
VB Practica 14
Form1

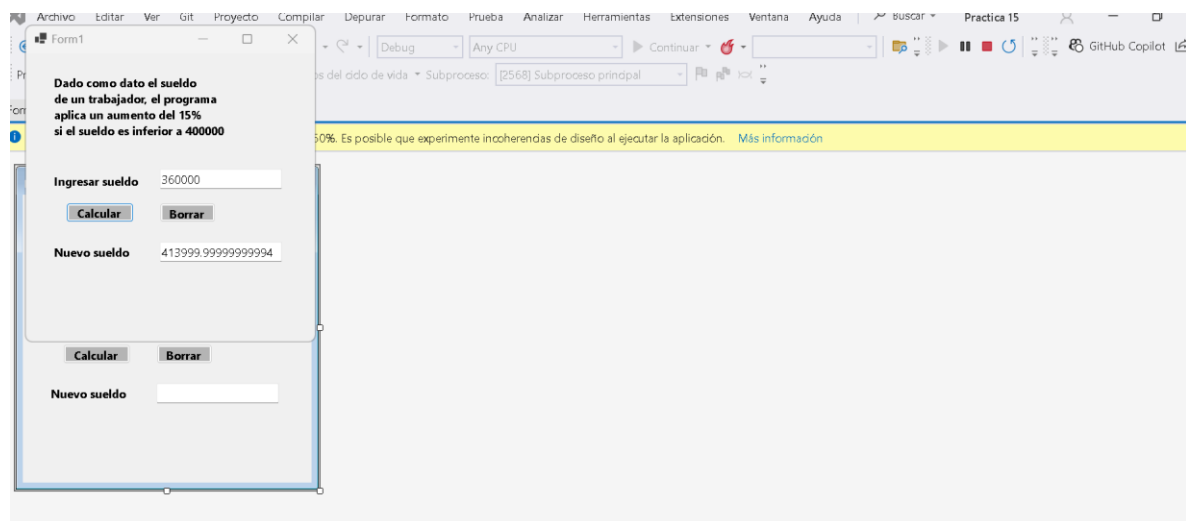
1 Public Class Form1
2     Private Sub Button1_Click(sender As Object, e As EventArgs) Handles Button1.Click
3         Dim cal
4         cal = Double.Parse(TextBox1.Text)
5         If (cal < 3.0) Then MessageBox.Show("REPROBADO") Else MessageBox.Show("APROBADO")
6     End Sub
7 End Class
8
```



Practica 15

```
Form1.vb [Diseño]
Practica 15
Button2

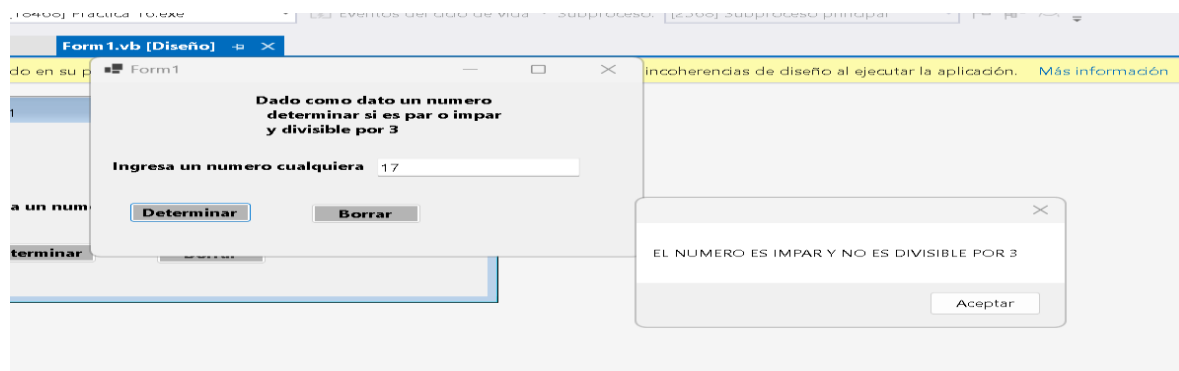
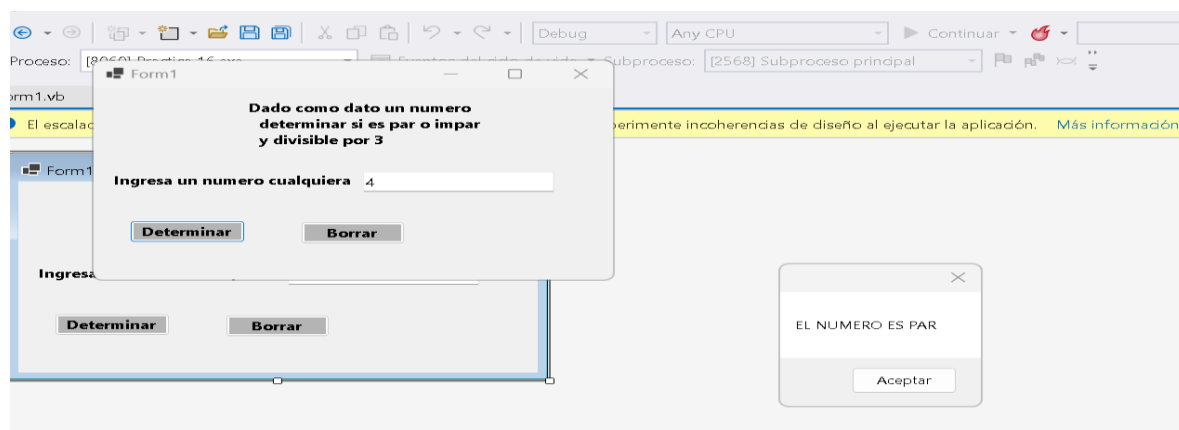
1 Public Class Form1
2     0 referencias
3     Private Sub Button1_Click(sender As Object, e As EventArgs) Handles Button1.Click
4         Dim sueldo, nsue
5         sueldo = Double.Parse(TextBox1.Text)
6         If (sueldo < 400000.0) Then nsue = sueldo * 1.15 Else nsue = sueldo * 1.08
7         TextBox2.Text = nsue.ToString
8     End Sub
9
10    0 referencias
11    Private Sub Button2_Click(sender As Object, e As EventArgs) Handles Button2.Click
12        TextBox1.Text = ""
13        TextBox2.Text = ""
14    End Sub
15 End Class
```



Practica 16

```
Form1.vb [Diseño]
Practica 16
Button1 Click

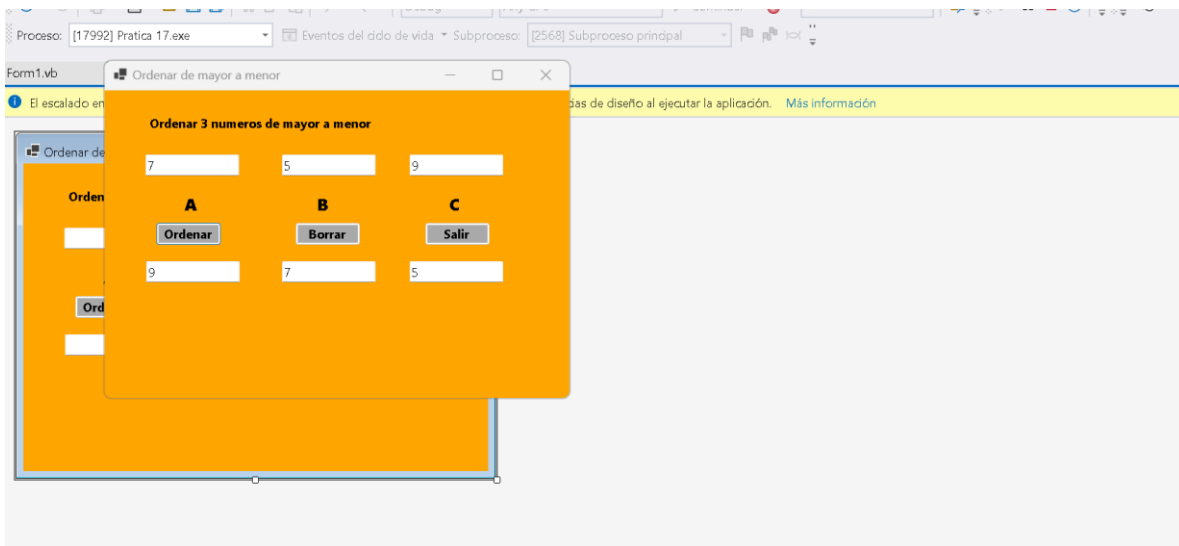
1
2 Public Class Form1
3     Private Sub Button1_Click(sender As Object, e As EventArgs) Handles Button1.Click
4         Dim numero As Integer
5
6         numero = Integer.Parse(TextBox1.Text)
7
8         If (numero Mod 2 = 0) Then
9             MessageBox.Show("EL NUMERO ES PAR")
10        ElseIf (numero Mod 3 = 0) Then
11            MessageBox.Show("EL NUMERO ES IMPAR Y DIVISIBLE POR 3")
12        Else
13            MessageBox.Show("EL NUMERO ES IMPAR")
14        End If
15    End Sub
16 End Class
17
18
```



Practica 17

```
Form1.vb [Diseño]
VB Practica 17
Button3 Click

1 Public Class Form1
2     Private Sub Button1_Click(sender As Object, e As EventArgs) Handles Button1.Click
3         ' Declaración de variables
4         Dim A, B, C As Integer
5
6         ' Obtener valores de los TextBox
7         A = Integer.Parse(TextBox1.Text)
8         B = Integer.Parse(TextBox2.Text)
9         C = Integer.Parse(TextBox3.Text)
10
11         ' Ordenar los números de mayor a menor
12         If (A > B) Then
13             If (B > C) Then
14                 TextBox4.Text = A.ToString()
15                 TextBox5.Text = B.ToString()
16                 TextBox6.Text = C.ToString()
17             Else
18                 If (A > C) Then
19                     TextBox4.Text = A.ToString()
20                     TextBox5.Text = C.ToString()
21                     TextBox6.Text = B.ToString()
22                 Else
23                     TextBox4.Text = C.ToString()
24                     TextBox5.Text = A.ToString()
25                     TextBox6.Text = B.ToString()
26                 End If
27             End If
28         Else If (B > C) Then
29             If (A < C) Then
30                 TextBox4.Text = B.ToString()
31                 TextBox5.Text = A.ToString()
32                 TextBox6.Text = C.ToString()
33             Else
34                 TextBox4.Text = B.ToString()
35                 TextBox5.Text = C.ToString()
36                 TextBox6.Text = A.ToString()
37             End If
38         Else
39             TextBox4.Text = C.ToString()
40             TextBox5.Text = B.ToString()
41             TextBox6.Text = A.ToString()
42         End If
43     End If
44 End Sub
45
46 Private Sub Button2_Click(sender As Object, e As EventArgs) Handles Button2.Click
47     TextBox1.Text = ""
48     TextBox2.Text = ""
49     TextBox3.Text = ""
50     TextBox4.Text = ""
51     TextBox5.Text = ""
52     TextBox6.Text = ""
53 End Sub
54
55 Private Sub Button3_Click(sender As Object, e As EventArgs) Handles Button3.Click
56     Application.Exit()
57 End Sub
58 End Class
```



Practica 18

```
Form1.vb [Diseño]
VB Practica 18

1 Public Class Form1
2     Private Sub Decision_Click(sender As Object, e As EventArgs) Handles Button1.Click
3         Dim lado1, lado2, lado3 As Double
4
5         lado1 = Double.Parse(TextBox1.Text)
6         lado2 = Double.Parse(TextBox2.Text)
7         lado3 = Double.Parse(TextBox3.Text)
8
9         If (lado1 = lado2) And (lado2 = lado3) Then
10            TextBox4.Text = "Equilátero"
11        ElseIf (lado1 = lado2) Or (lado1 = lado3) Or (lado2 = lado3) Then
12            TextBox4.Text = "Isósceles"
13        Else
14            TextBox4.Text = "Escaleno"
15        End If
16    End Sub
17
18    Private Sub Button2_Click(sender As Object, e As EventArgs) Handles Button2.Click
19        TextBox1.Text = ""
20        TextBox2.Text = ""
21        TextBox3.Text = ""
22    End Sub
23
24    Private Sub Button3_Click(sender As Object, e As EventArgs) Handles Button3.Click
25        Application.Exit()
26    End Sub
27 End Class
```

Form1

Diagrama que pida los 3 lados de un triángulo y que diga si es equilátero, isosceles o escaleno

Longitud lado A

Longitud lado B

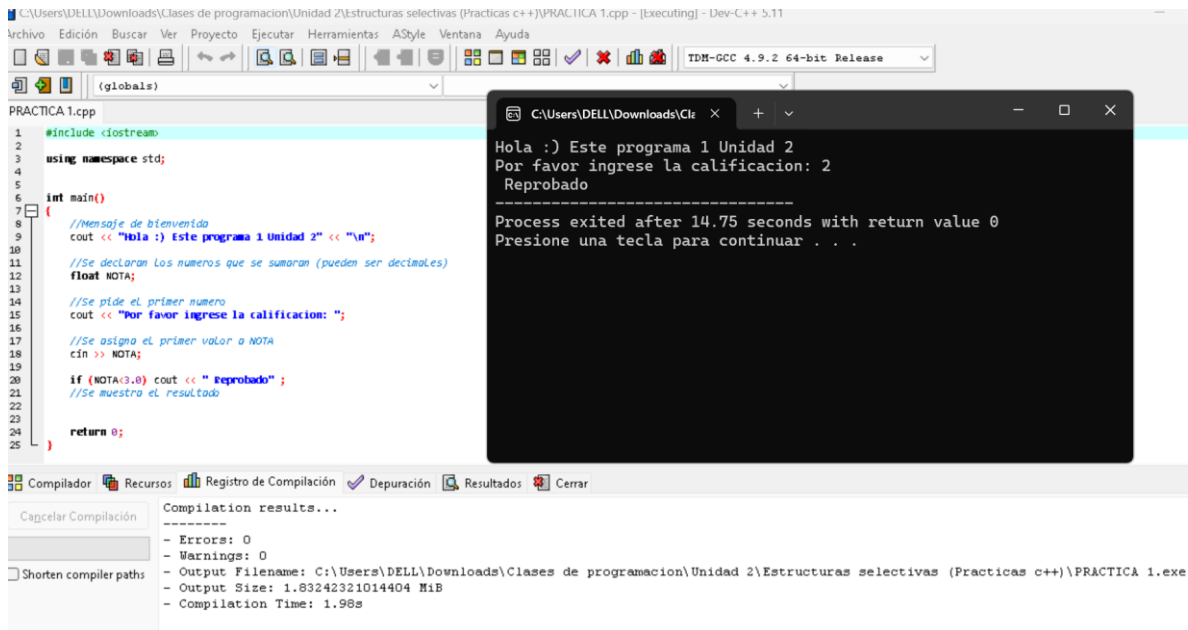
Longitud lado C

Tipo triángulo

Prácticas de c ++

Practicas selectivas

Practica 1



```
#include <iostream>
using namespace std;

int main()
{
    //Mensaje de bienvenida
    cout << "Hola :) Este programa 1 Unidad 2" << "\n";
    //Se declaran los numeros que se sumaran (pueden ser decimales)
    float NOTA;
    //Se pide el primer numero
    cout << "Por favor ingrese la calificacion: ";
    //Se asigna el primer valor a NOTA
    cin >> NOTA;
    if (NOTA<3.0) cout << "Reprobado";
    //Se muestra el resultado
    return 0;
}
```

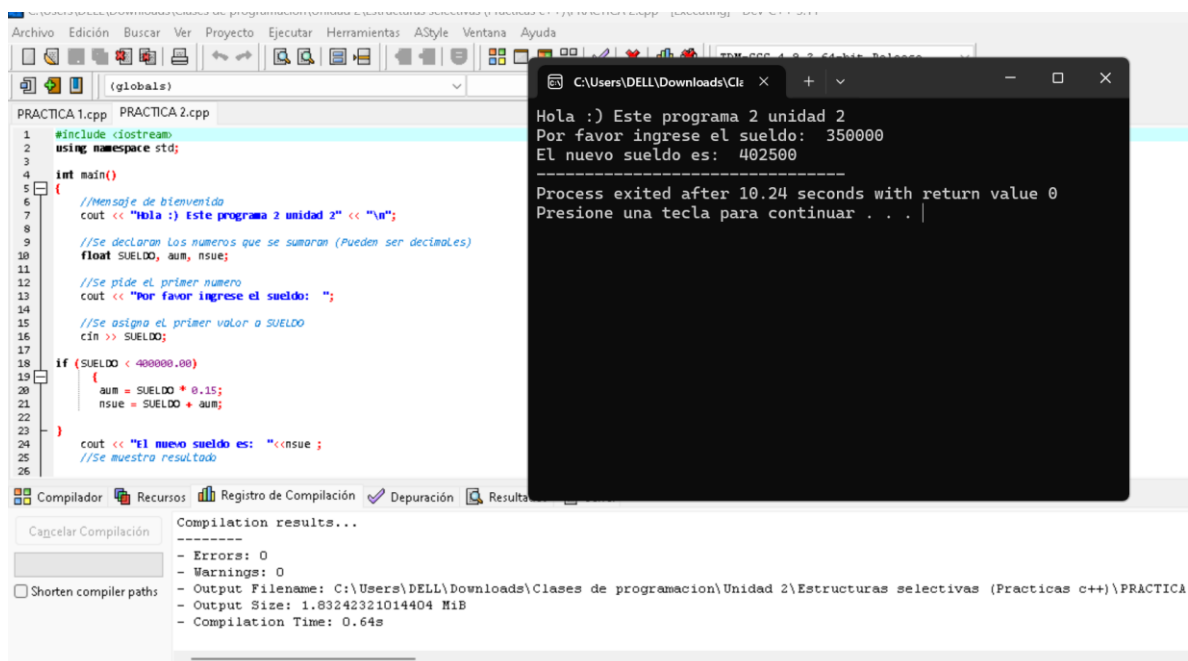
Compilation results...

- Errors: 0
- Warnings: 0
- Output Filename: C:\Users\DELL\Downloads\Clases de programacion\Unidad 2\Estructuras selectivas (Practicas c++)\PRACTICA 1.exe
- Output Size: 1.83242321014404 MiB
- Compilation Time: 1.98s

Output:

```
Hola :) Este programa 1 Unidad 2
Por favor ingrese la calificacion: 2
Reprobado
Process exited after 14.75 seconds with return value 0
Presione una tecla para continuar . . .
```

Practica 2



```
#include <iostream>
using namespace std;

int main()
{
    //Mensaje de bienvenida
    cout << "Hola :) Este programa 2 unidad 2" << "\n";
    //Se declaran los numeros que se sumaran (pueden ser decimales)
    float SUELDO, aum, nsue;
    //Se pide el primer numero
    cout << "Por favor ingrese el sueldo: ";
    //Se asigna el primer valor a SUELDO
    cin >> SUELDO;
    if (SUELDO < 400000.00)
    {
        aum = SUELDO * 0.15;
        nsue = SUELDO + aum;
    }
    cout << "El nuevo sueldo es: " << nsue;
    //Se muestra resultado
    return 0;
}
```

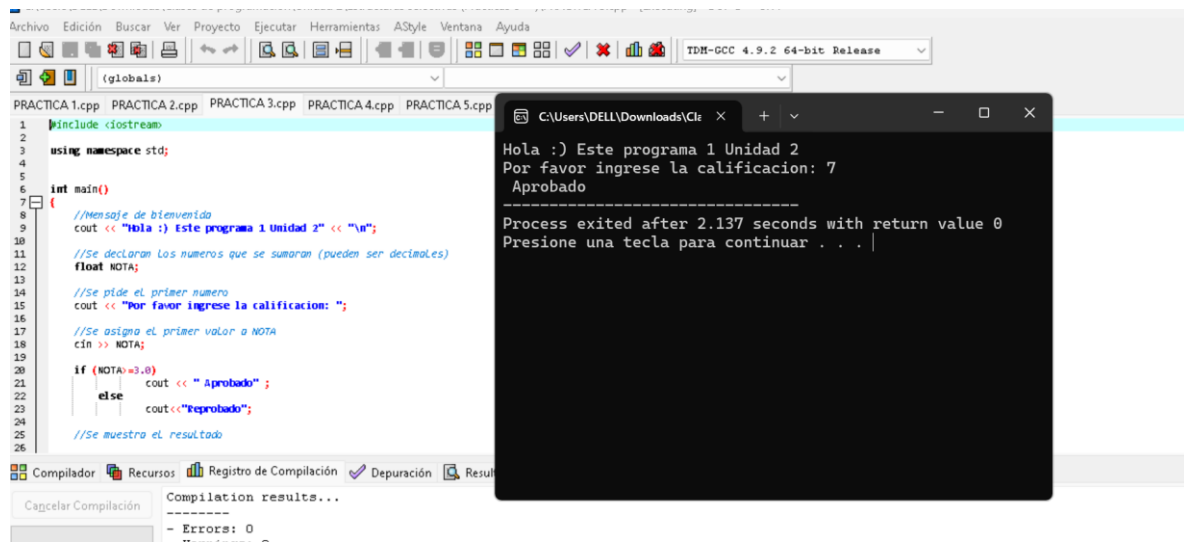
Compilation results...

- Errors: 0
- Warnings: 0
- Output Filename: C:\Users\DELL\Downloads\Clases de programacion\Unidad 2\Estructuras selectivas (Practicas c++)\PRACTICA 2.exe
- Output Size: 1.83242321014404 MiB
- Compilation Time: 0.64s

Output:

```
Hola :) Este programa 2 unidad 2
Por favor ingrese el sueldo: 350000
El nuevo sueldo es: 402500
Process exited after 10.24 seconds with return value 0
Presione una tecla para continuar . . .
```


Practica 3



The screenshot shows a C++ IDE with the file 'PRACTICA 3.cpp' open. The code is as follows:

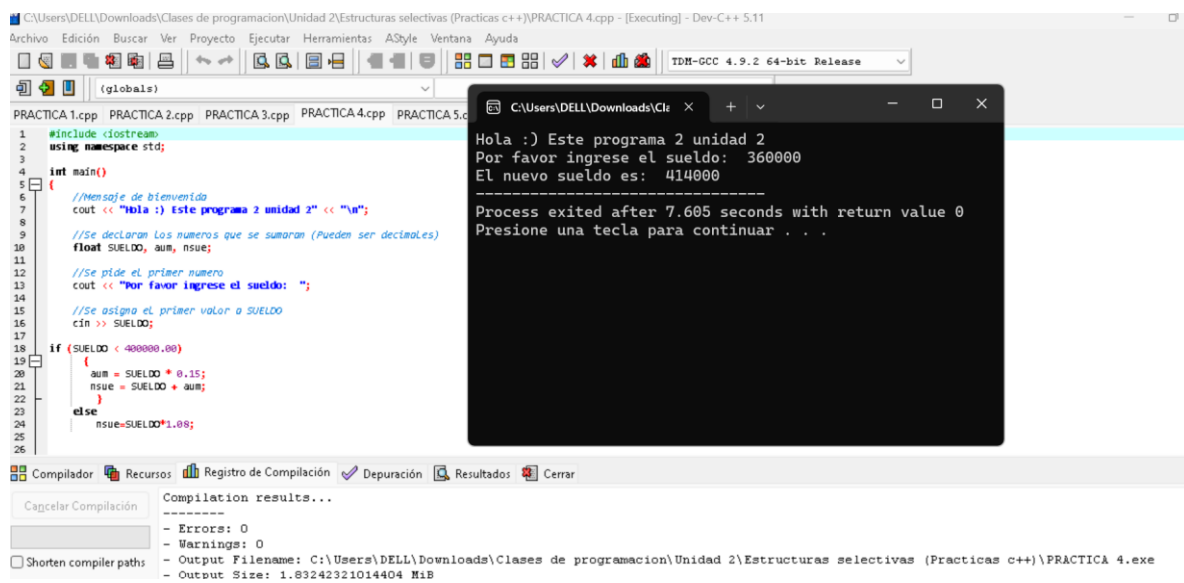
```
1 #include <iostream>
2
3 using namespace std;
4
5
6 int main()
7 {
8     //Mensaje de bienvenida
9     cout << "Hola :) Este programa 1 Unidad 2" << "\n";
10
11     //Se declaran Los numeros que se sumaran (pueden ser decimales)
12     float NOTA;
13
14     //Se pide el primer numero
15     cout << "Por favor ingrese la calificacion: ";
16
17     //Se asigna el primer valor a NOTA
18     cin >> NOTA;
19
20     if (NOTA >= 3.0)
21     {
22         cout << " Aprobado ";
23     }
24     else
25     {
26         cout << "Reprobado";
27     }
28
29     //Se muestra el resultado
30 }
```

The execution output window shows the following text:

```
Hola :) Este programa 1 Unidad 2
Por favor ingrese la calificacion: 7
Aprobado

Process exited after 2.137 seconds with return value 0
Presione una tecla para continuar . . .
```

Practica 4



The screenshot shows a C++ IDE with the file 'PRACTICA 4.cpp' open. The code is as follows:

```
1 #include <iostream>
2 using namespace std;
3
4 int main()
5 {
6     //Mensaje de bienvenida
7     cout << "Hola :) Este programa 2 unidad 2" << "\n";
8
9     //Se declaran Los numeros que se sumaran (Pueden ser decimales)
10    float SUELDO, aux, nsue;
11
12    //Se pide el primer numero
13    cout << "Por favor ingrese el sueldo: ";
14
15    //Se asigna el primer valor a SUELDO
16    cin >> SUELDO;
17
18    if (SUELDO < 400000.00)
19    {
20        aux = SUELDO * 0.15;
21        nsue = SUELDO + aux;
22    }
23    else
24    {
25        nsue=SUELDO*1.08;
26    }
27 }
```

The execution output window shows the following text:

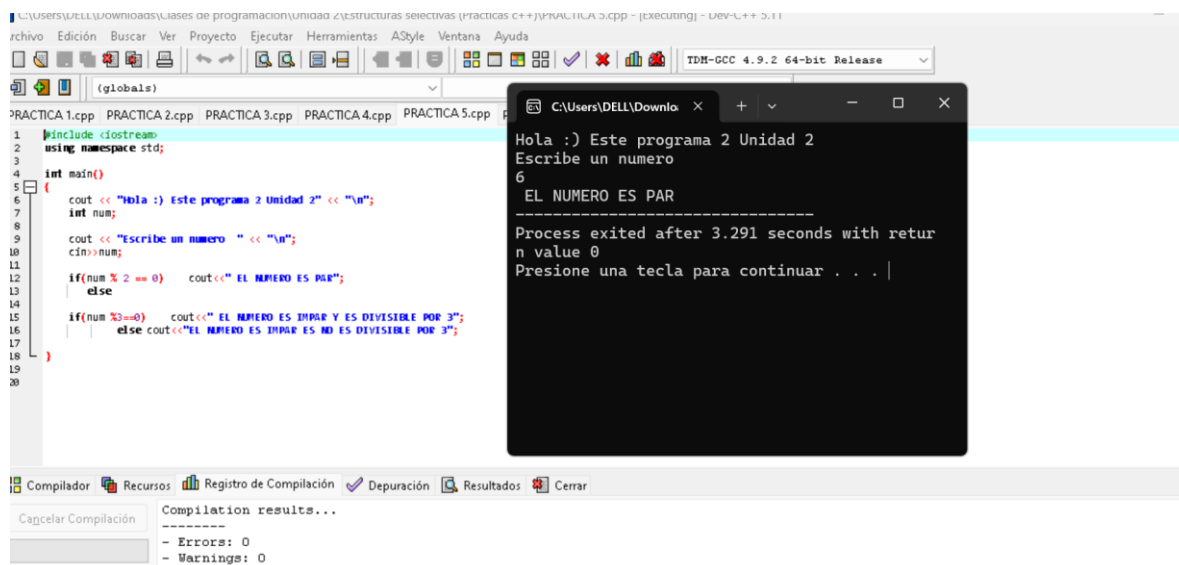
```
Hola :) Este programa 2 unidad 2
Por favor ingrese el sueldo: 360000
El nuevo sueldo es: 414000

Process exited after 7.605 seconds with return value 0
Presione una tecla para continuar . . .
```

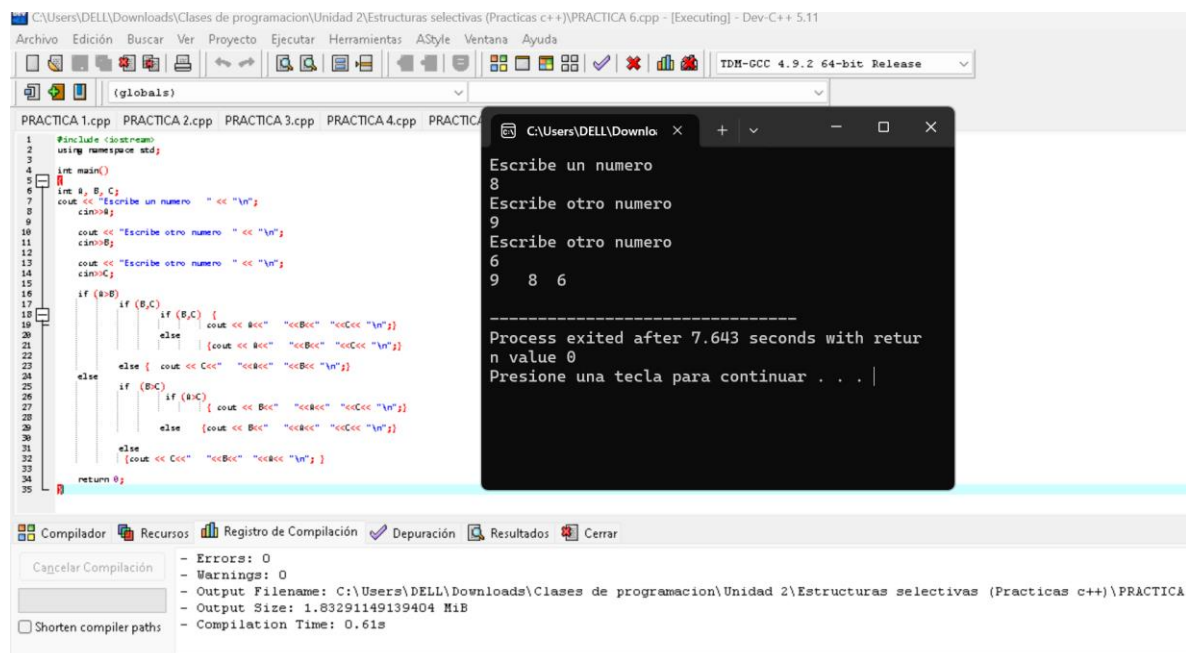
At the bottom of the IDE, the 'Compilation results...' window shows the following information:

```
Compilation results...
- Errors: 0
- Warnings: 0
- Output Filename: C:\Users\DELL\Downloads\Clases de programacion\Unidad 2\Estructuras selectivas (Practicas c++)\PRACTICA 4.exe
- Output Size: 1.03242321014404 MiB
```

Practica 5

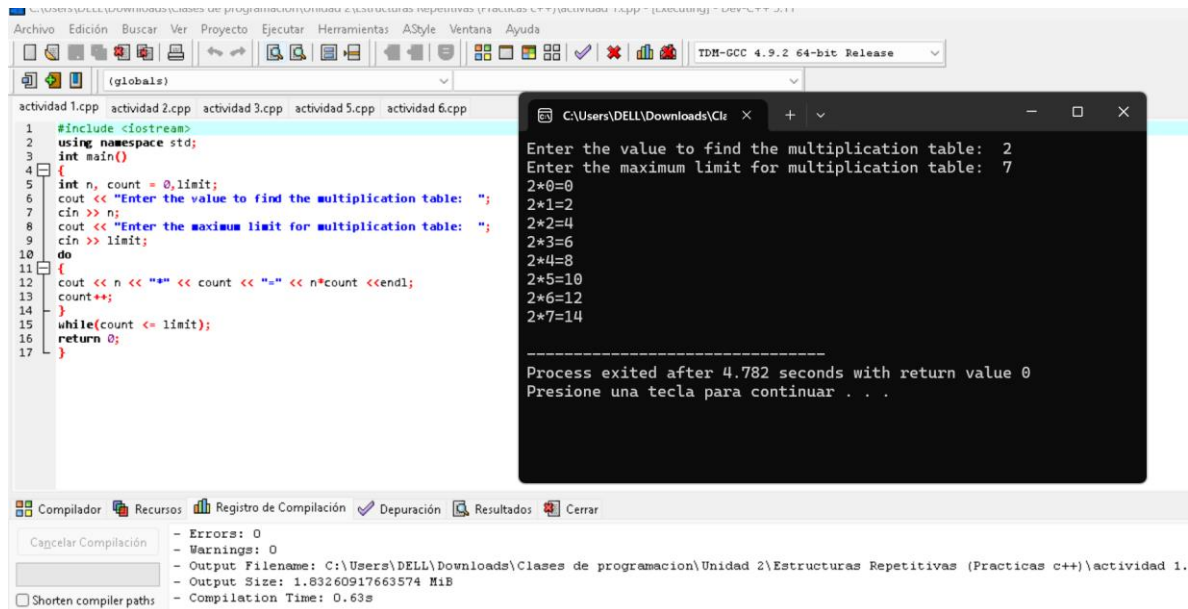


Practica 6



Practicas repetitivas

Practica 1



The screenshot shows a C++ IDE with a file named 'actividad 1.cpp'. The code is as follows:

```
1 #include <iostream>
2 using namespace std;
3 int main()
4 {
5     int n, count = 0, limit;
6     cout << "Enter the value to find the multiplication table: ";
7     cin >> n;
8     cout << "Enter the maximum limit for multiplication table: ";
9     cin >> limit;
10    do
11    {
12        cout << n << "*" << count << "=" << n*count << endl;
13        count++;
14    }
15    while(count <= limit);
16    return 0;
17 }
```

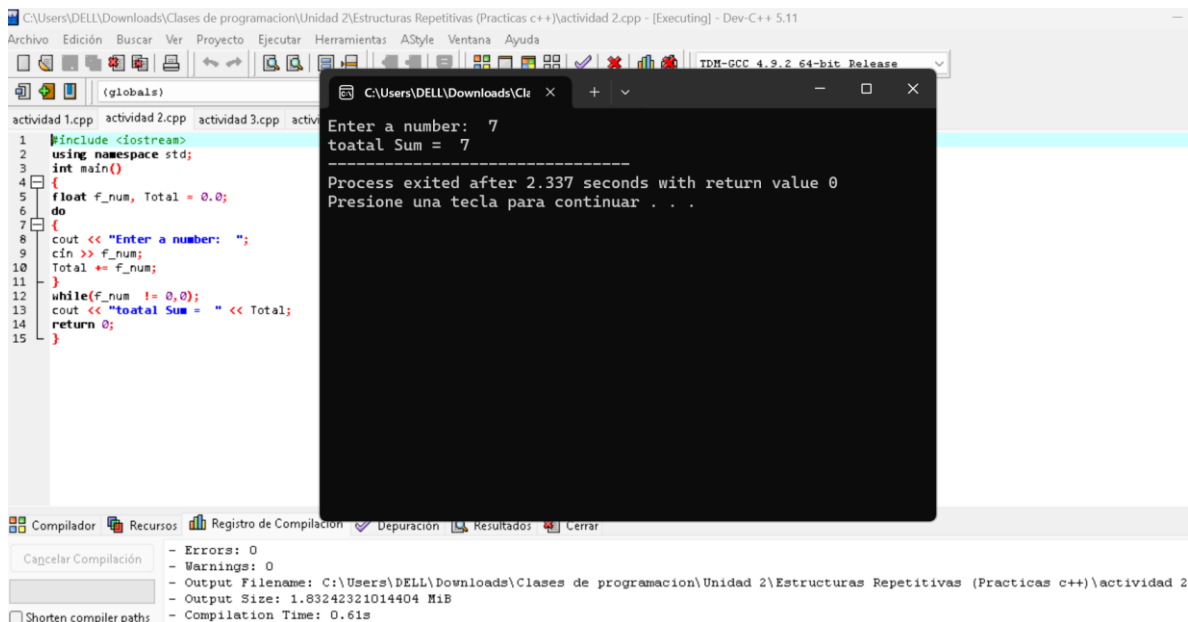
The output window shows the following text:

```
Enter the value to find the multiplication table: 2
Enter the maximum limit for multiplication table: 7
2*0=0
2*1=2
2*2=4
2*3=6
2*4=8
2*5=10
2*6=12
2*7=14

-----
Process exited after 4.782 seconds with return value 0
Presione una tecla para continuar . . .
```

The IDE status bar shows: - Errors: 0, - Warnings: 0, - Output Filename: C:\Users\DELL\Downloads\Clases de programacion\Unidad 2\Estructuras Repetitivas (Practicas c++)\actividad 1., - Output Size: 1.83260917663574 MiB, - Compilation Time: 0.63s.

Practica 2



The screenshot shows a C++ IDE with a file named 'actividad 2.cpp'. The code is as follows:

```
1 #include <iostream>
2 using namespace std;
3 int main()
4 {
5     float f_num, Total = 0.0;
6     do
7     {
8         cout << "Enter a number: ";
9         cin >> f_num;
10        Total += f_num;
11    }
12    while(f_num != 0.0);
13    cout << "toatal Sum = " << Total;
14    return 0;
15 }
```

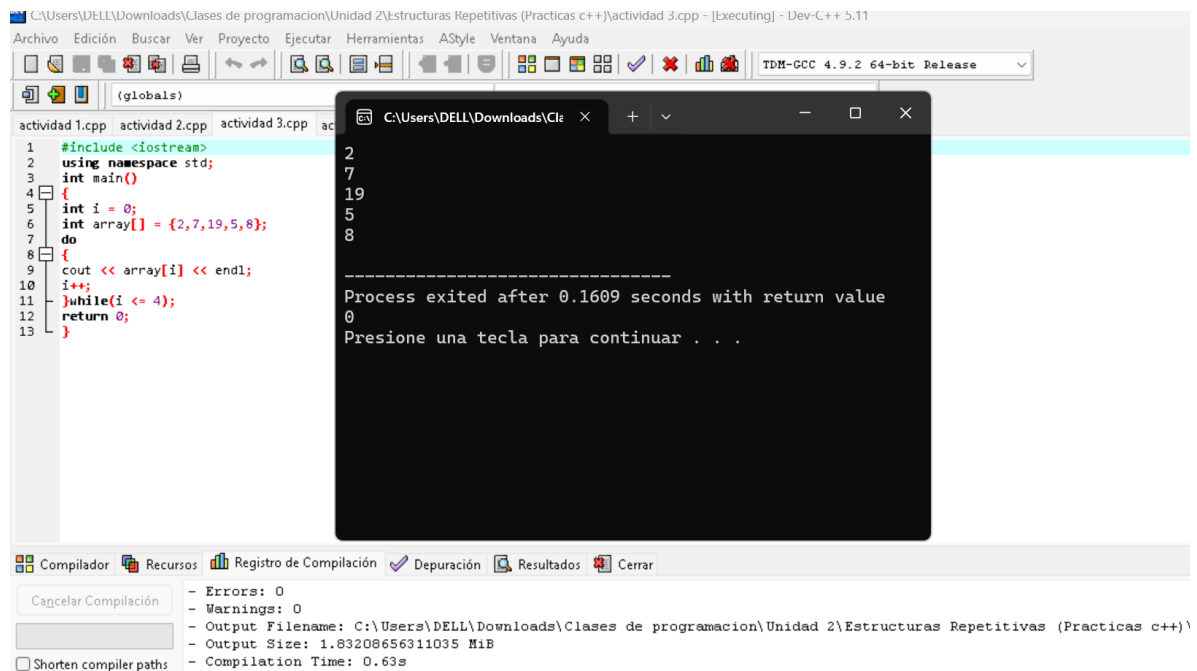
The output window shows the following text:

```
Enter a number: 7
toatal Sum = 7

-----
Process exited after 2.337 seconds with return value 0
Presione una tecla para continuar . . .
```

The IDE status bar shows: - Errors: 0, - Warnings: 0, - Output Filename: C:\Users\DELL\Downloads\Clases de programacion\Unidad 2\Estructuras Repetitivas (Practicas c++)\actividad 2., - Output Size: 1.83242321014404 MiB, - Compilation Time: 0.61s.

Practica 3



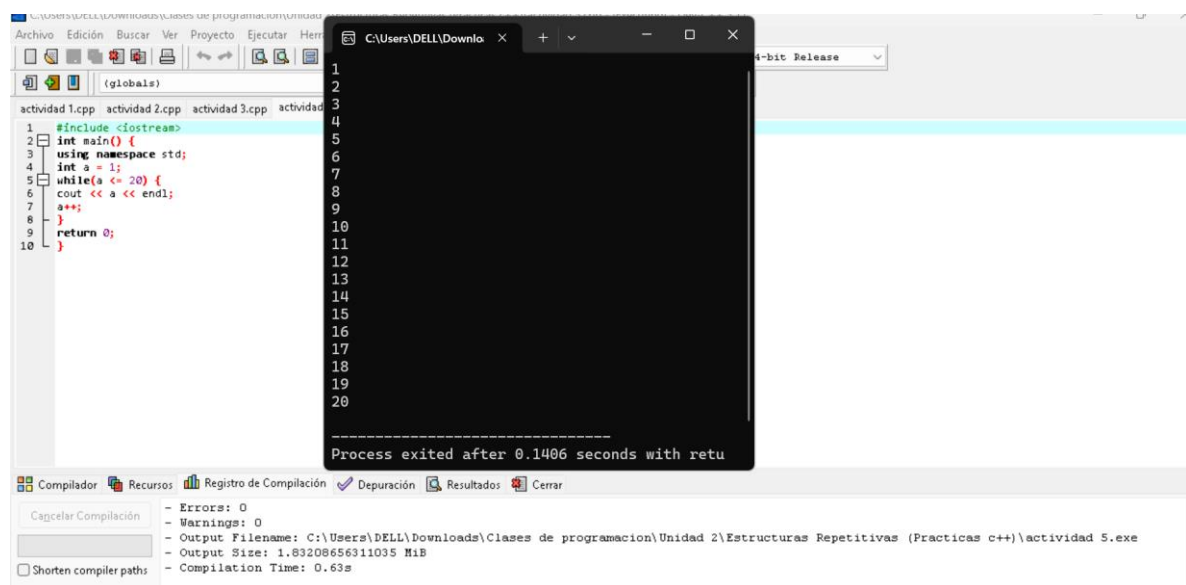
```
C:\Users\DELL\Downloads\Clases de programacion\Unidad 2\Estructuras Repetitivas (Practicas c++)\actividad 3.cpp - [Executing] - Dev-C++ 5.11
Archivo Edición Buscar Ver Proyecto Ejecutar Herramientas AStyle Ventana Ayuda
(globals)
actividad 1.cpp actividad 2.cpp actividad 3.cpp
1 #include <iostream>
2 using namespace std;
3 int main()
4 {
5     int i = 0;
6     int array[] = {2,7,19,5,8};
7     do
8     {
9         cout << array[i] << endl;
10        i++;
11    }while(i <= 4);
12    return 0;
13 }

C:\Users\DELL\Downloads\Cl... x + - □ x
2
7
19
5
8

-----
Process exited after 0.1609 seconds with return value
0
Presione una tecla para continuar . . .

Compilador Recursos Registro de Compilación Depuración Resultados Cerrar
Cancelar Compilación
- Errors: 0
- Warnings: 0
- Output Filename: C:\Users\DELL\Downloads\Clases de programacion\Unidad 2\Estructuras Repetitivas (Practicas c++)\
- Output Size: 1.83208656311035 MiB
- Compilation Time: 0.63s
☐ Shorten compiler paths
```

Practica 5



```
C:\Users\DELL\Downloads\Clases de programacion\Unidad 2\Estructuras Repetitivas (Practicas c++)\actividad 5.cpp - [Executing] - Dev-C++ 5.11
Archivo Edición Buscar Ver Proyecto Ejecutar Herramientas AStyle Ventana Ayuda
(globals)
actividad 1.cpp actividad 2.cpp actividad 3.cpp actividad 5.cpp
1 #include <iostream>
2 int main() {
3     using namespace std;
4     int a = 1;
5     while(a <= 20) {
6         cout << a << endl;
7         a++;
8     }
9     return 0;
10 }

C:\Users\DELL\Downloa... x + - □ x
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20

-----
Process exited after 0.1406 seconds with retu

Compilador Recursos Registro de Compilación Depuración Resultados Cerrar
Cancelar Compilación
- Errors: 0
- Warnings: 0
- Output Filename: C:\Users\DELL\Downloads\Clases de programacion\Unidad 2\Estructuras Repetitivas (Practicas c++)\actividad 5.exe
- Output Size: 1.83208656311035 MiB
- Compilation Time: 0.63s
☐ Shorten compiler paths
```