Lenguatges de programació

Tipos de lenguajes:

- Imperativo → no estructura jerarquico. Es dinamico
- Logicos
- Funcionales

Practica

Siempre

$$(3, 2, 1, 1) \times (4 \times 4) = (1 \times 4)$$

1×4

$$(x, y, z, w)$$

$x + 320$

$y + 187$

$$M = M_1 \times M_2 \times M_3$$

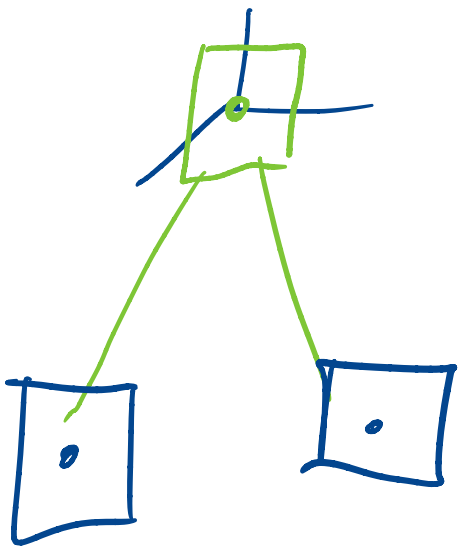
- M_1 → M. Objeto
- M_2 → M. Translación
- M_3 → M. rotación

- Inicia - Patrons
  ↳ Set Prop

- Àtoms
  ↳ Cubs
  Prisma
  ...
  ⇒ nom, Color, M. transformació (Patró) } Propietats

Figures (Cub1, Cub2, Poli)

- Rotar respecto al eje X

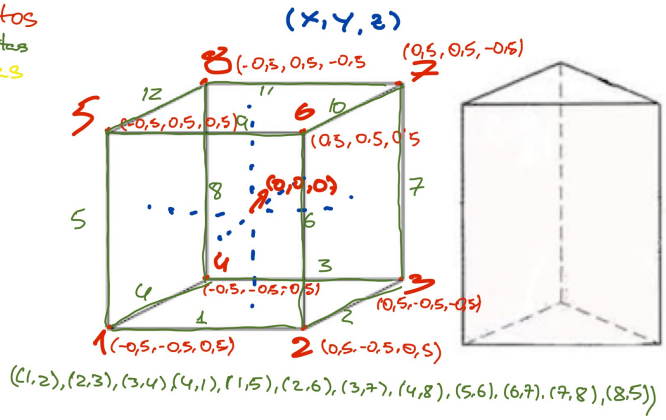


$$\begin{pmatrix} 1 & 2 \\ -3 & 0 \end{pmatrix}\begin{pmatrix} 3 & 5 \\ 4 & 1 \end{pmatrix} = \begin{pmatrix} 1\cdot 3+2\cdot 4 & 1\cdot 5+2\cdot 1 \\ -3\cdot 3+0\cdot 4 & -3\cdot 5+0\cdot 1 \end{pmatrix}$$

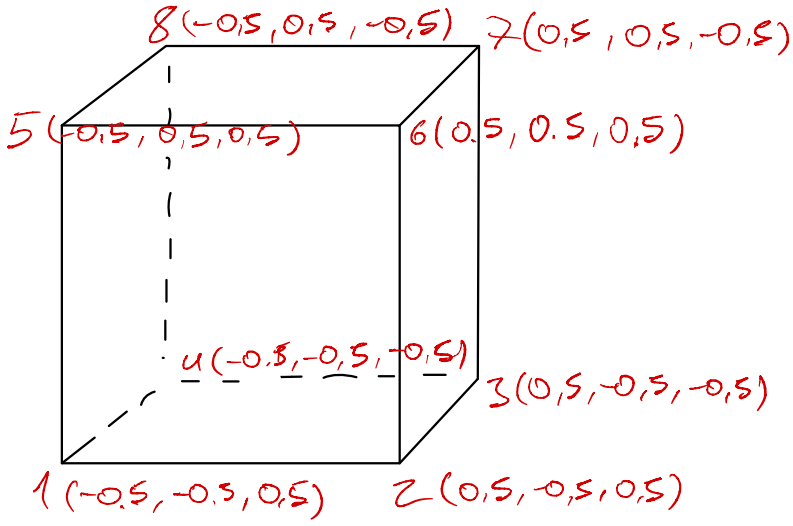
↓ Transpuesta
Porque son listos

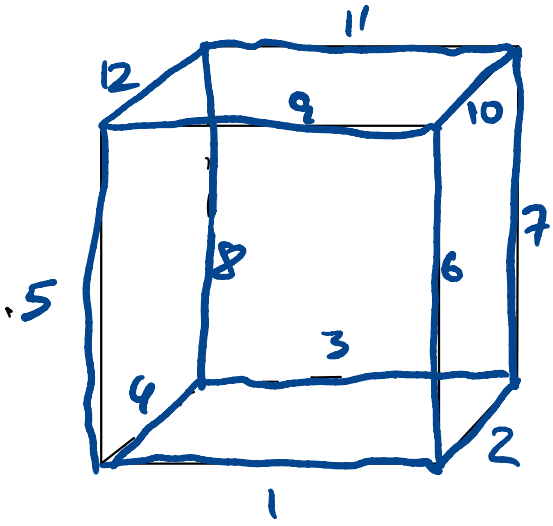
$$\begin{pmatrix} 1 & 2 \\ -3 & 0 \end{pmatrix}\begin{pmatrix} 3 & 4 \\ 5 & 1 \end{pmatrix} =$$

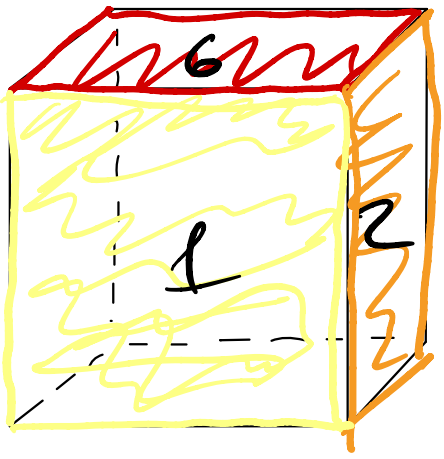
- Puntos
- Aristas
- Caras

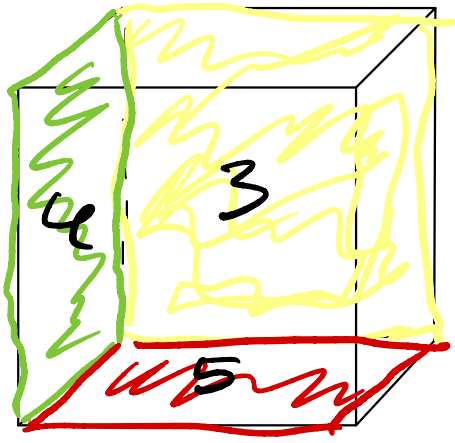


((1,2),(2,3),(3,4),(4,1),(1,5),(2,6),(3,7),(4,8),(5,6),(6,7),(7,8),(8,5))



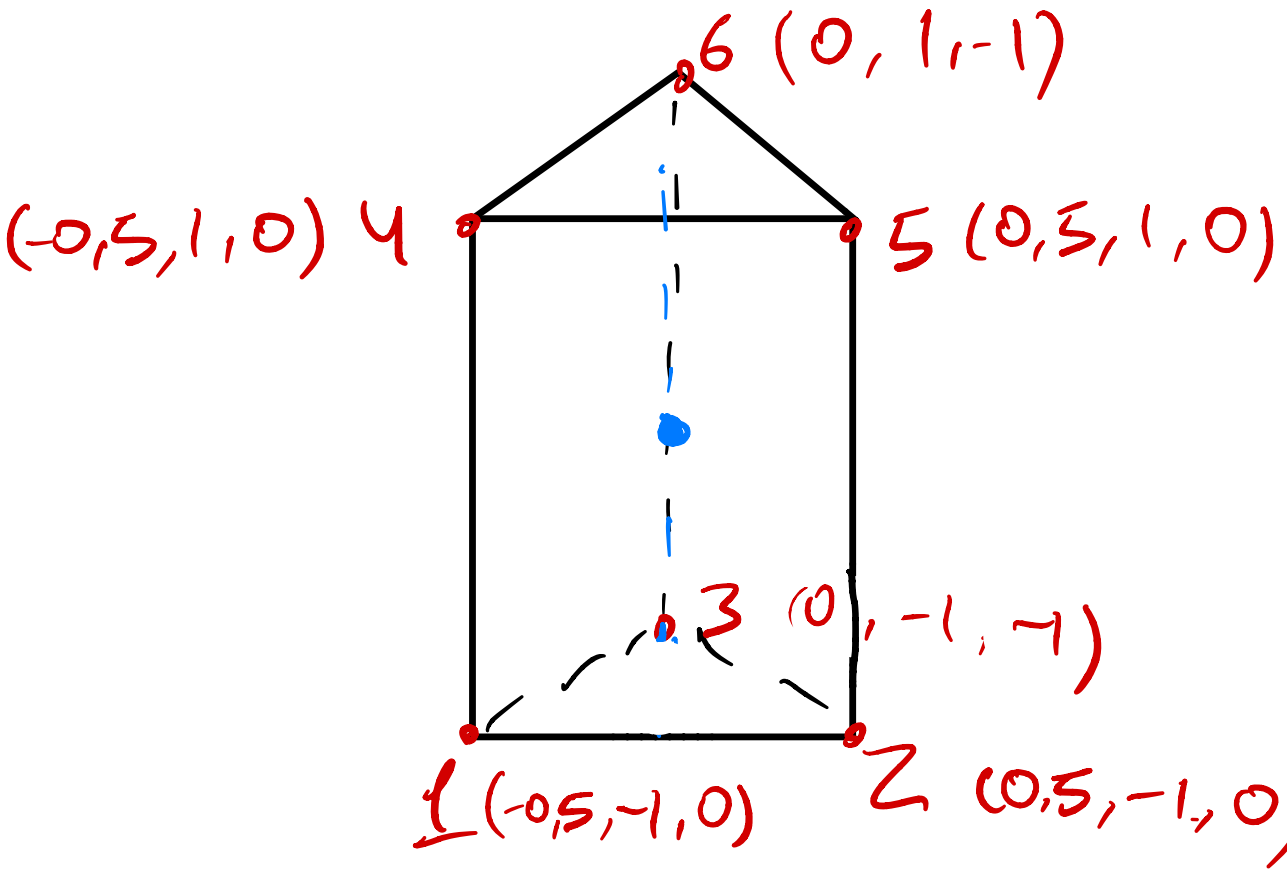






(1,2,6,5) (2,3,7,6) (3,4,8,7) (4,1,5,8)

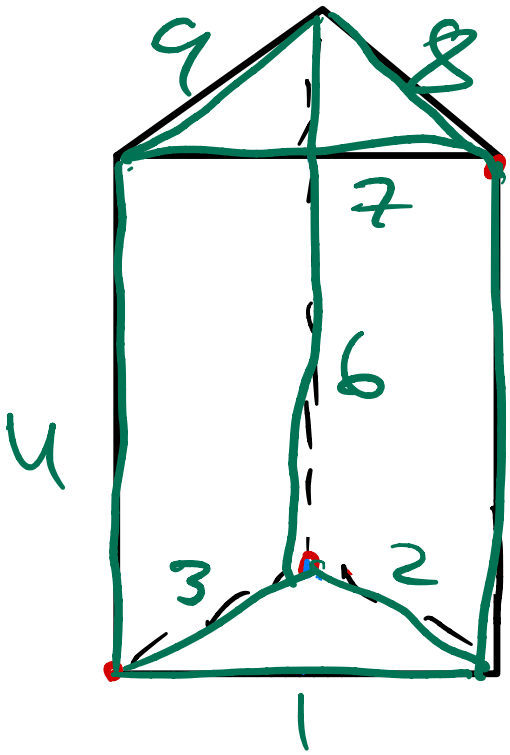
(1,2,3,4) (5,6,7,8)

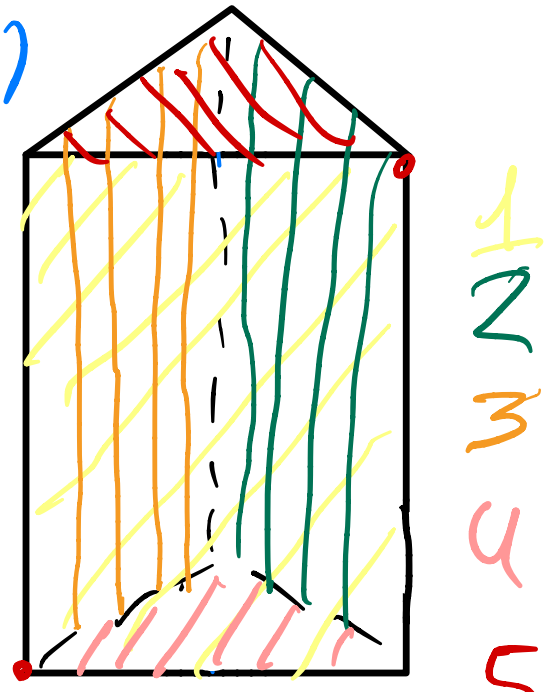


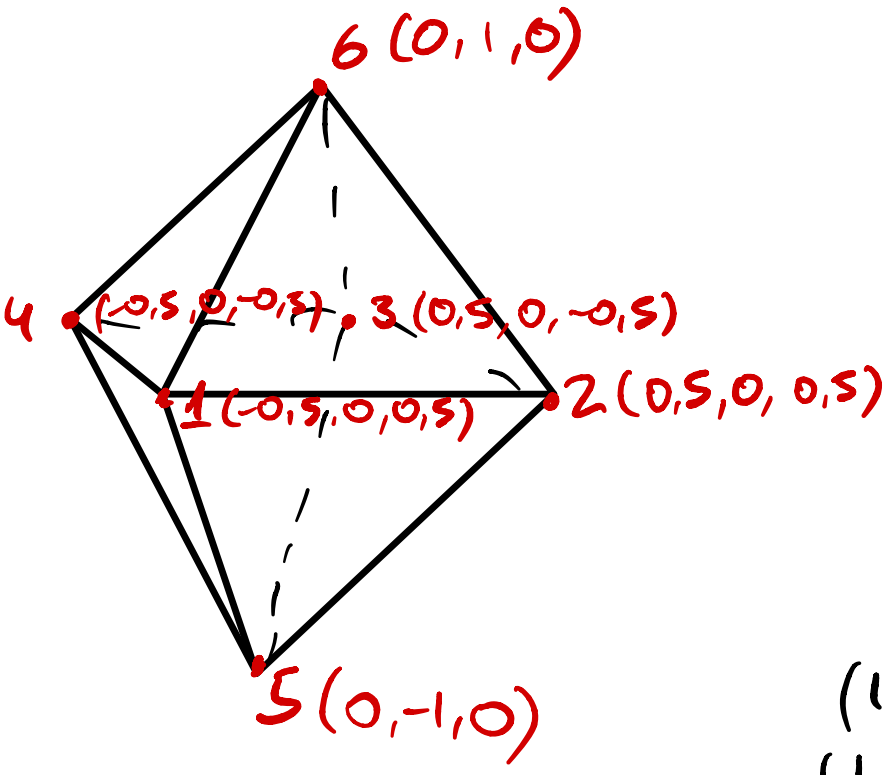
(1,2)(2,3)(3,1)(1,4)(2,5)(3,6)(4,5)(5,6)
(6,4)

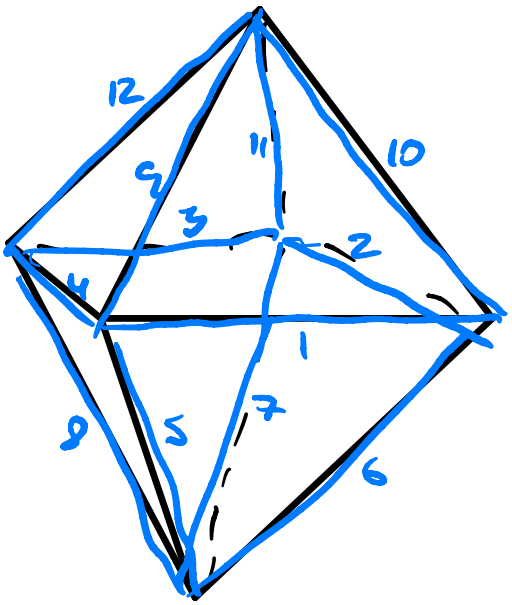
(1,2,5,4)(2,3,6,5)

(1,3,6,4)
(1,2,3)
(4,

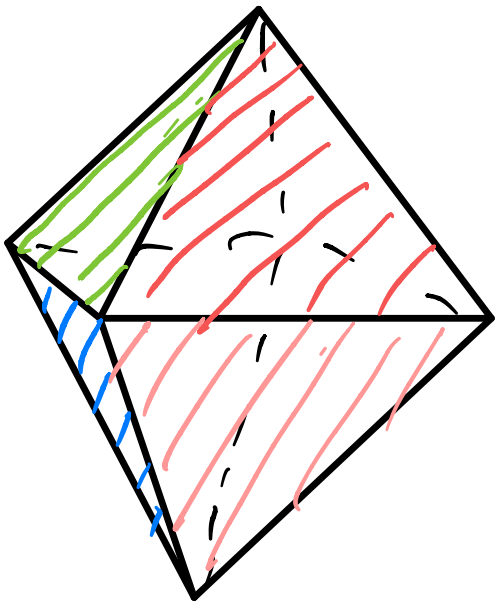




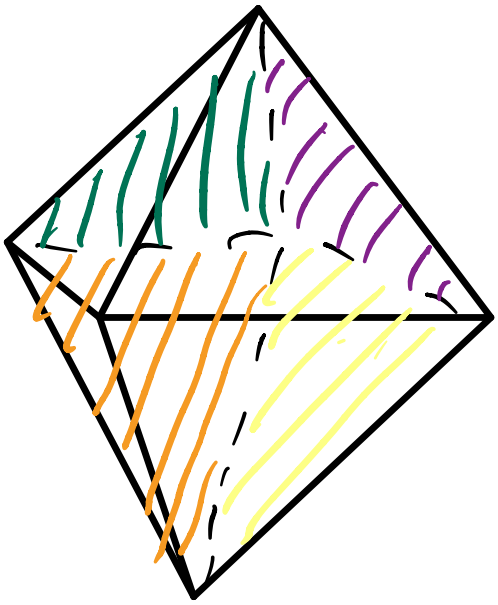




(1,2)(2,3)(3,4)(4,1)
(1,6)(2,6)(3,6)(4,6)
(1,5)(2,5)(3,5)(4,5)



1 2
4 3
8 6
5 7



(1,2,6)(2,3,6)(3,4,6)(4,1,6)
(1,2,5)(2,3,5)(3,4,5)(4,1,5)