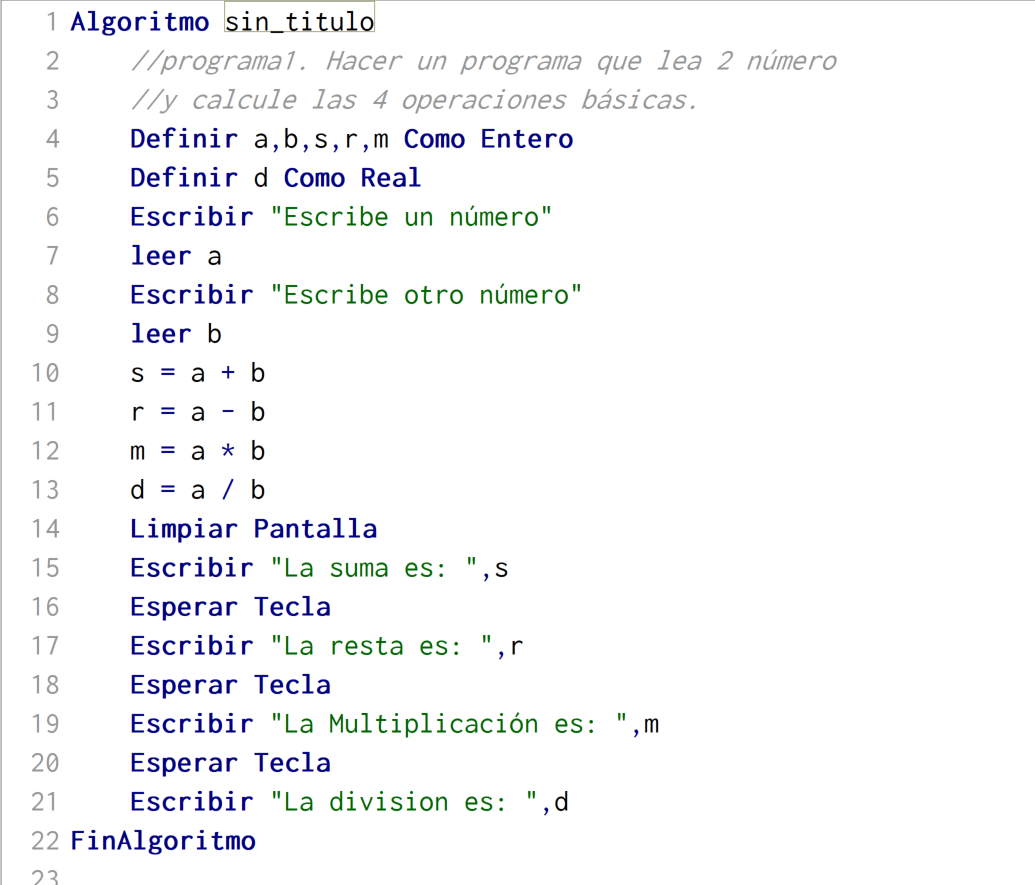
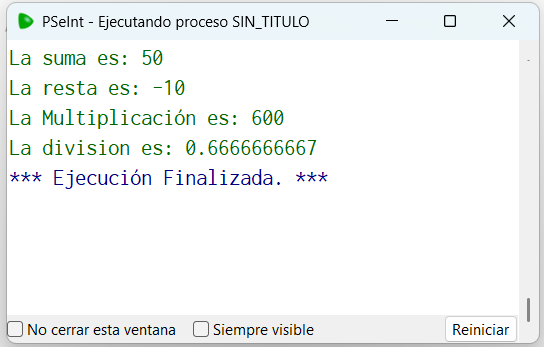
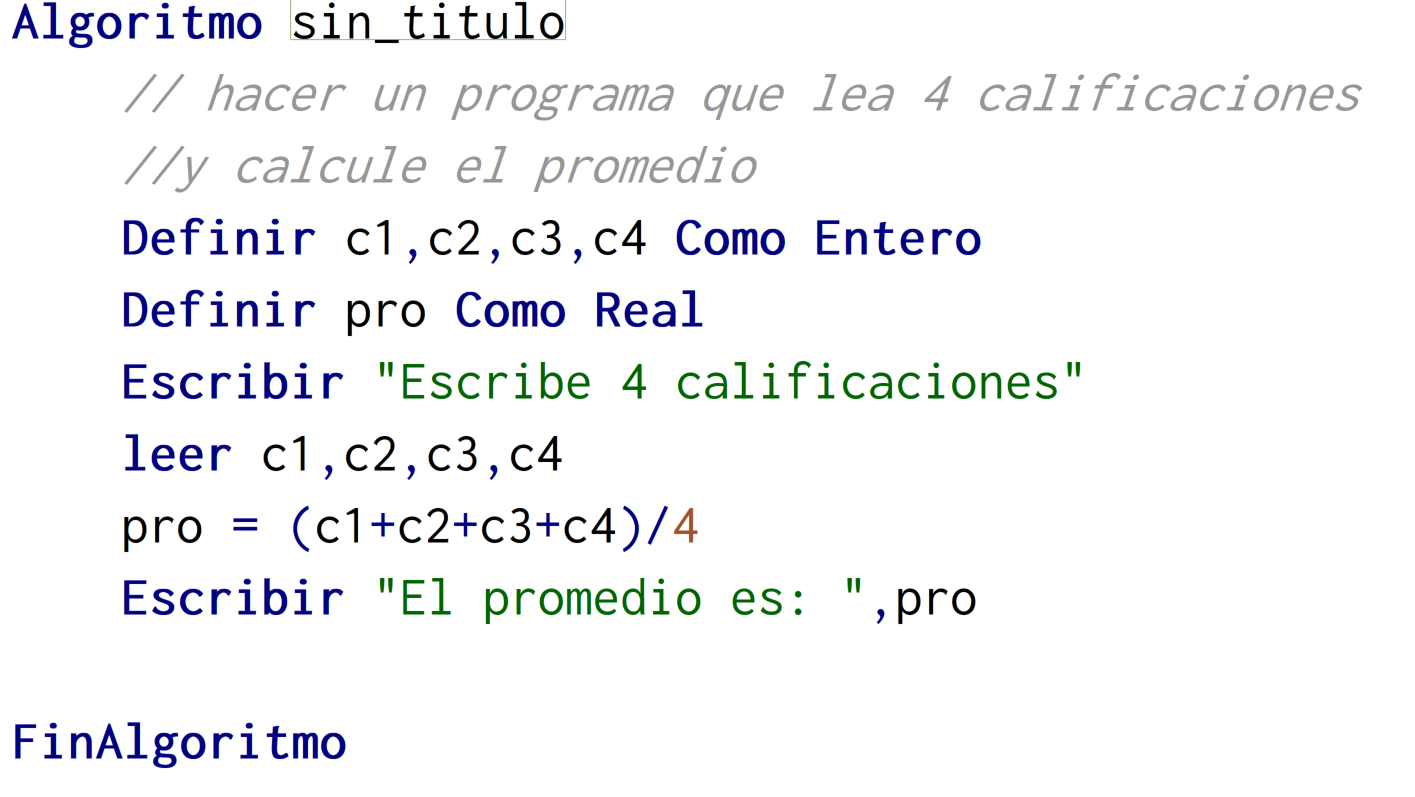
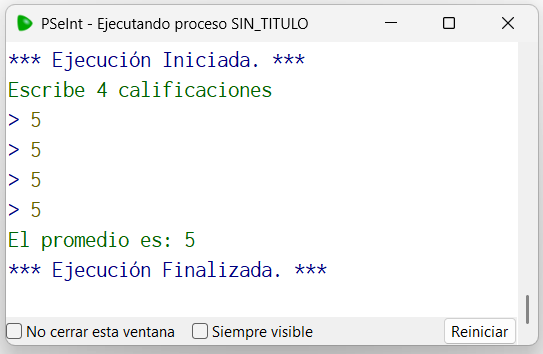
Programa 1.





Programa 2.

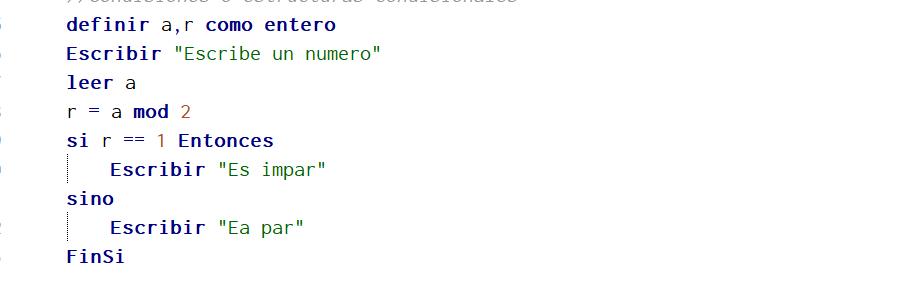


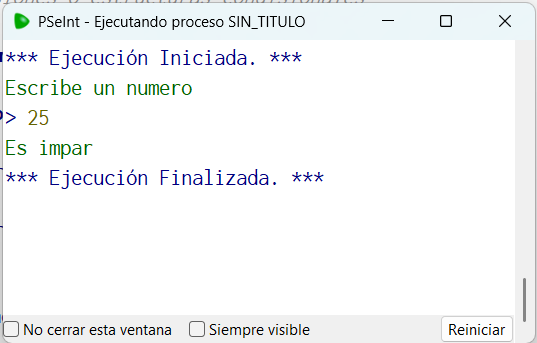


//Programa 3. Hacer un programa que lea un numero

// y que muestre en pantalla si pas o impar

//Condisiones o estructuras condisionales





Programa 4

// hacer un programa que lea 4 calificaciones

//y calcule el promedio

