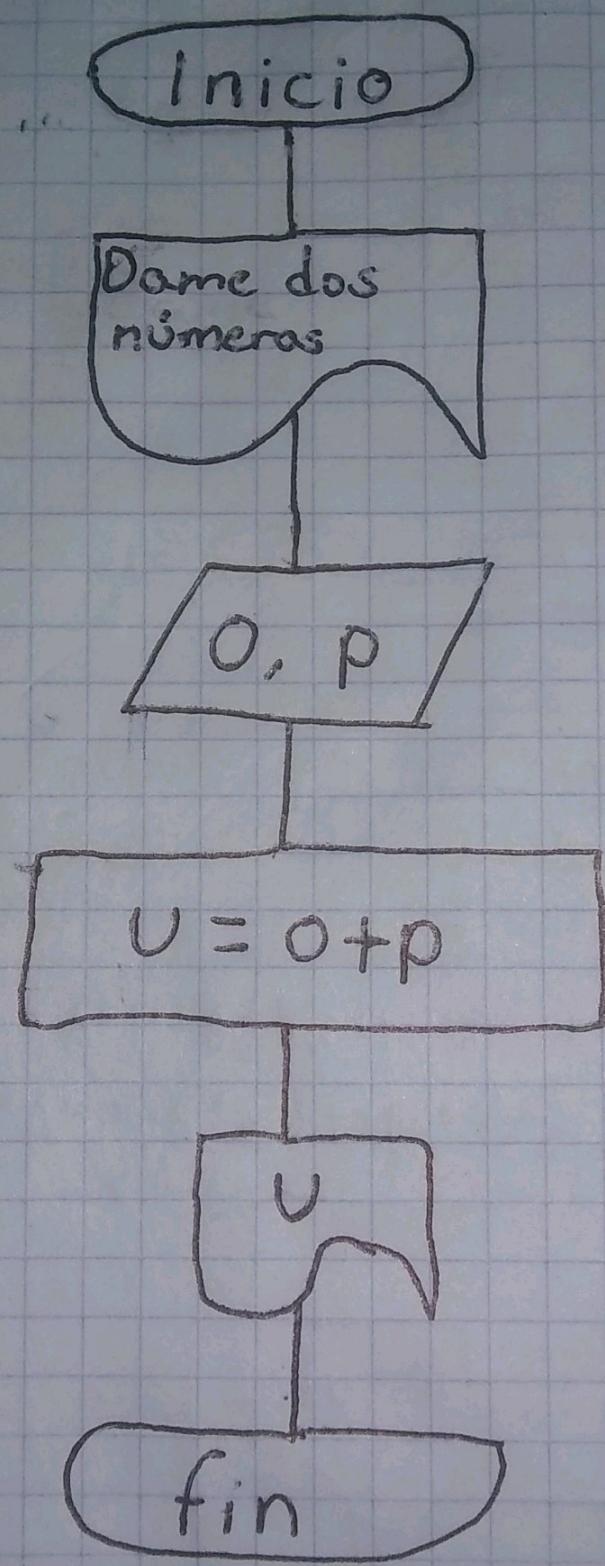
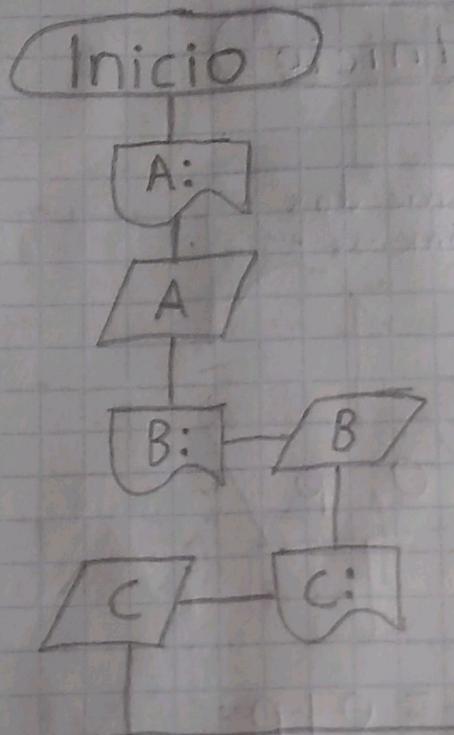


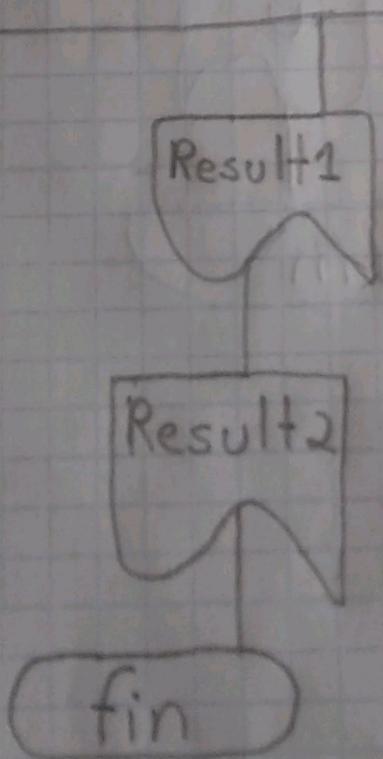
# Suma de dos números



# Fórmula General



$$\text{Result1} = (-B + \sqrt{B^2 - 4AC}) / (2A)$$
$$\text{Result2} = (-B - \sqrt{B^2 - 4AC}) / (2A)$$



# Sistema de ecuaciones Grado 1

Inicio

Sistema de ecuaciones de primer grado

\n Dame la primera ecuación \n

$x_1: \backslash n$

$a_{1x}$

$c_1$

$c_1: \backslash n$

$b_{1y}$

$y_1: \backslash n$

Dame la segunda ecuación

$x_2: \backslash n$

$a_{2x}$

$y_2: \backslash n$

$b_{2y}$

$c_2$

$c_2: \backslash n$

$$\text{parte\_1y} = ((a_{2x} * (-1 * c_1)) + (a_{1x} * c_2))$$

$$\text{parte\_2y} = (a_{2x} * b_{1y}) + (a_{1x} * (-1 * b_{2y}))$$

$$y = \text{parte\_1y} / (-1 * \text{parte\_2y})$$

$$x = ((-1 * (b_{1y} * y)) + c_1) / a_{1x}$$

$y$

$x$

# Distancia entre dos puntos

(Inicio)

Distancia entre dos puntos  $(x_1, y_1), (x_2, y_2)$ :

$$x_1: \text{ } \rightarrow [x_1] \rightarrow y_1: \text{ } \rightarrow [y_1]$$

$$[y_2] \leftarrow [y_2: \text{ } \rightarrow] \leftarrow x_2: \text{ } \rightarrow [x_2]$$

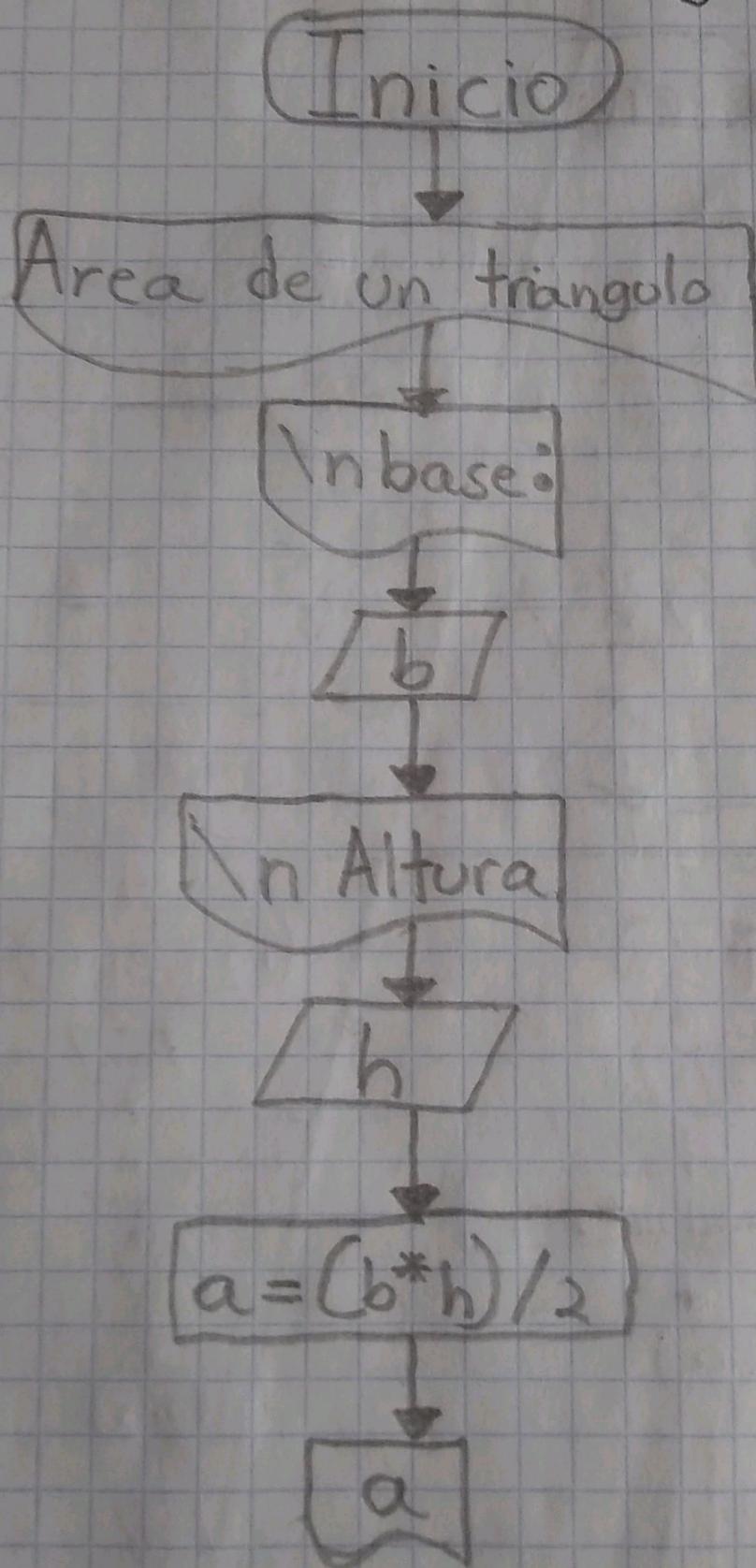
$$x_s = (x_2 - x_1) * x_1$$

$$y_s = (y_2 - y_1) * y_1$$

$$d = \sqrt{(x_s * x_s) + (y_s * y_s)}$$

La distancia es:  $d$

# Area de un triangulo

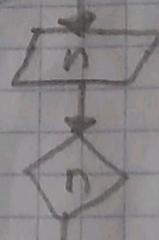




# Menu

Inicio

- 1) area de un rectangulo
  - 2) area de un cuadrado
  - 3) area de un circulo
  - 4) area de un trapecio
- elige una opción



1  
base



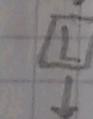
altura



$$a = b * h / 2$$



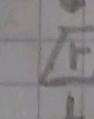
2  
lado



$$a = l^2$$



3  
radio

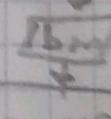


$$a = 3.1415 * r * r$$



4

base mayor



base menor



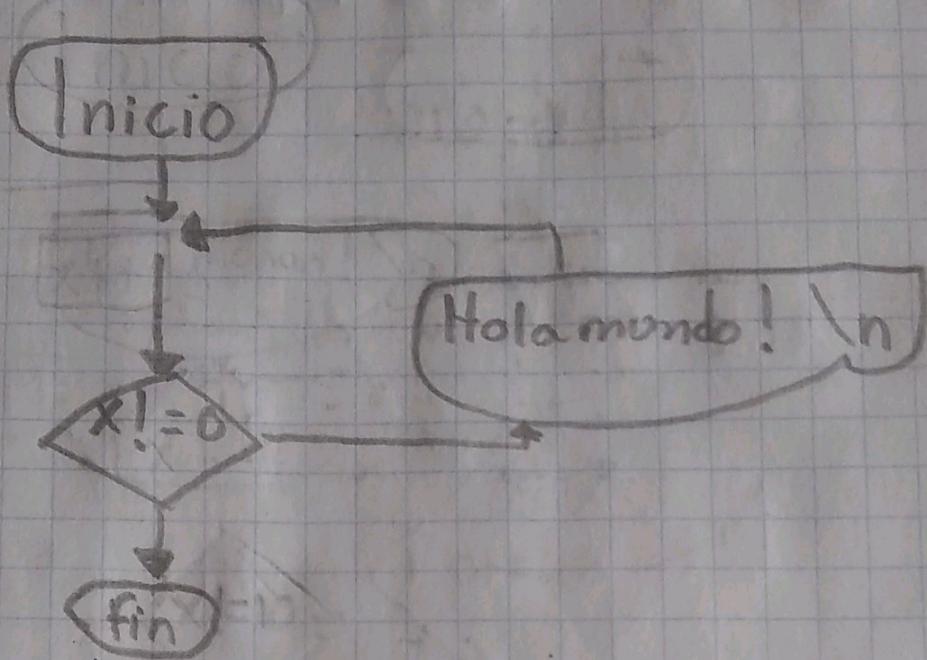
$$a = (bm * b * h) / n$$



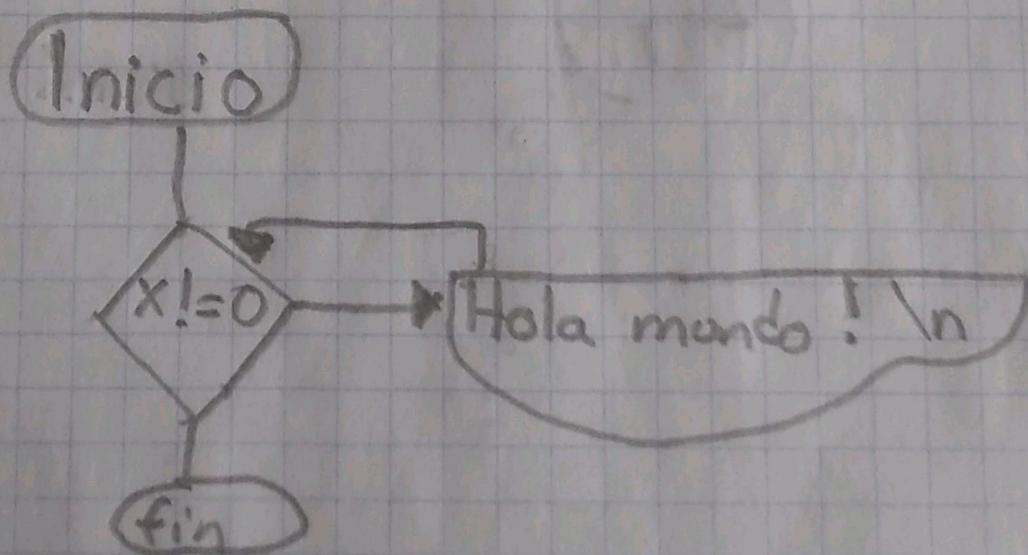
default  
error

fin

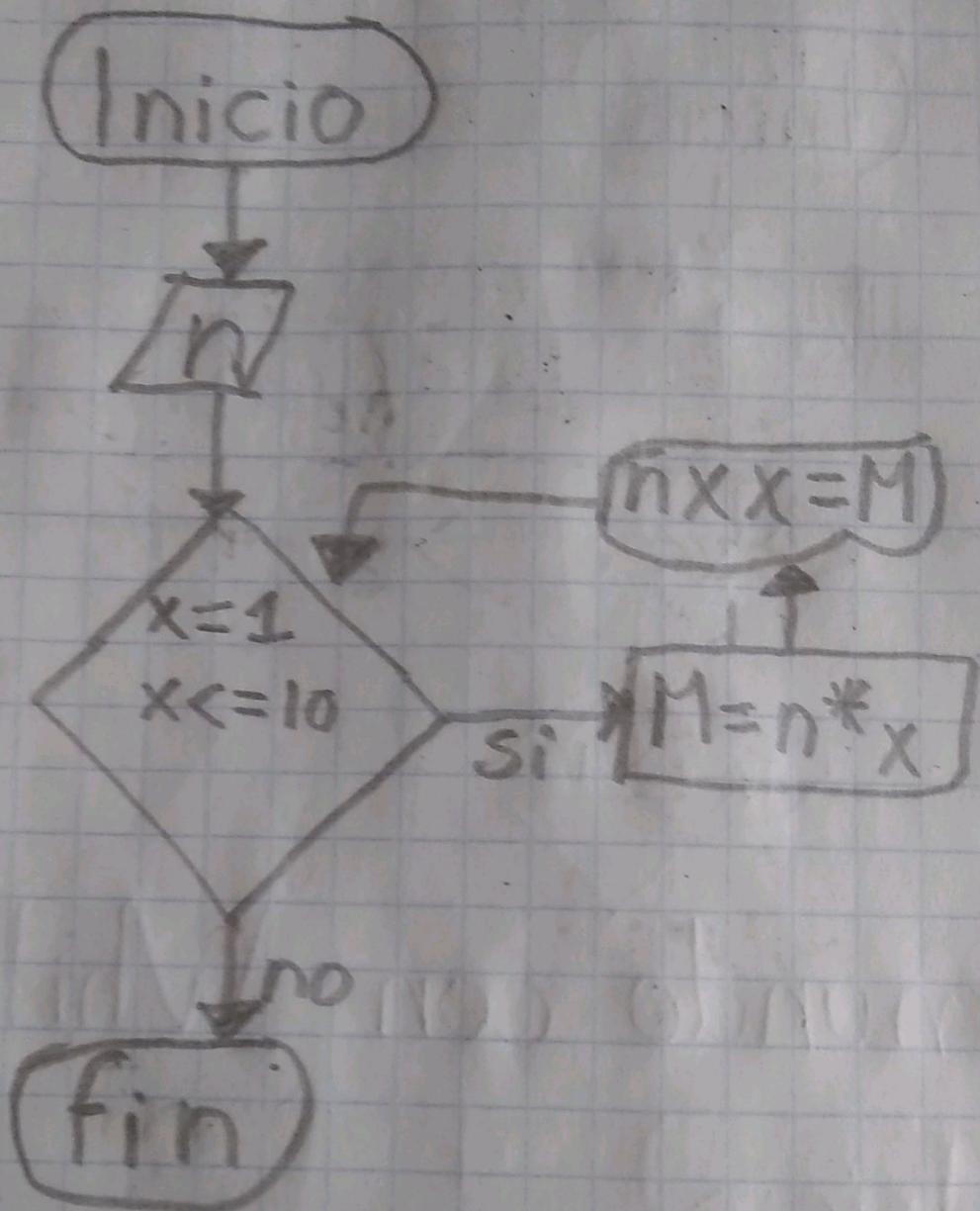
# Hola mundo con Do while



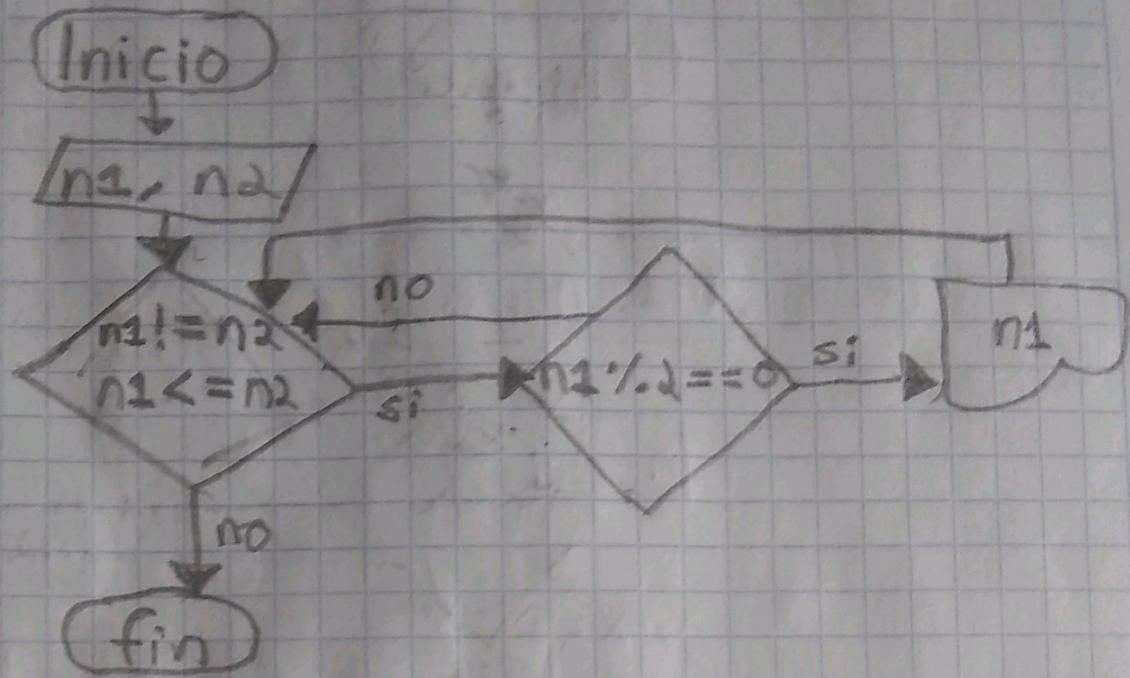
# Hola mundo con While



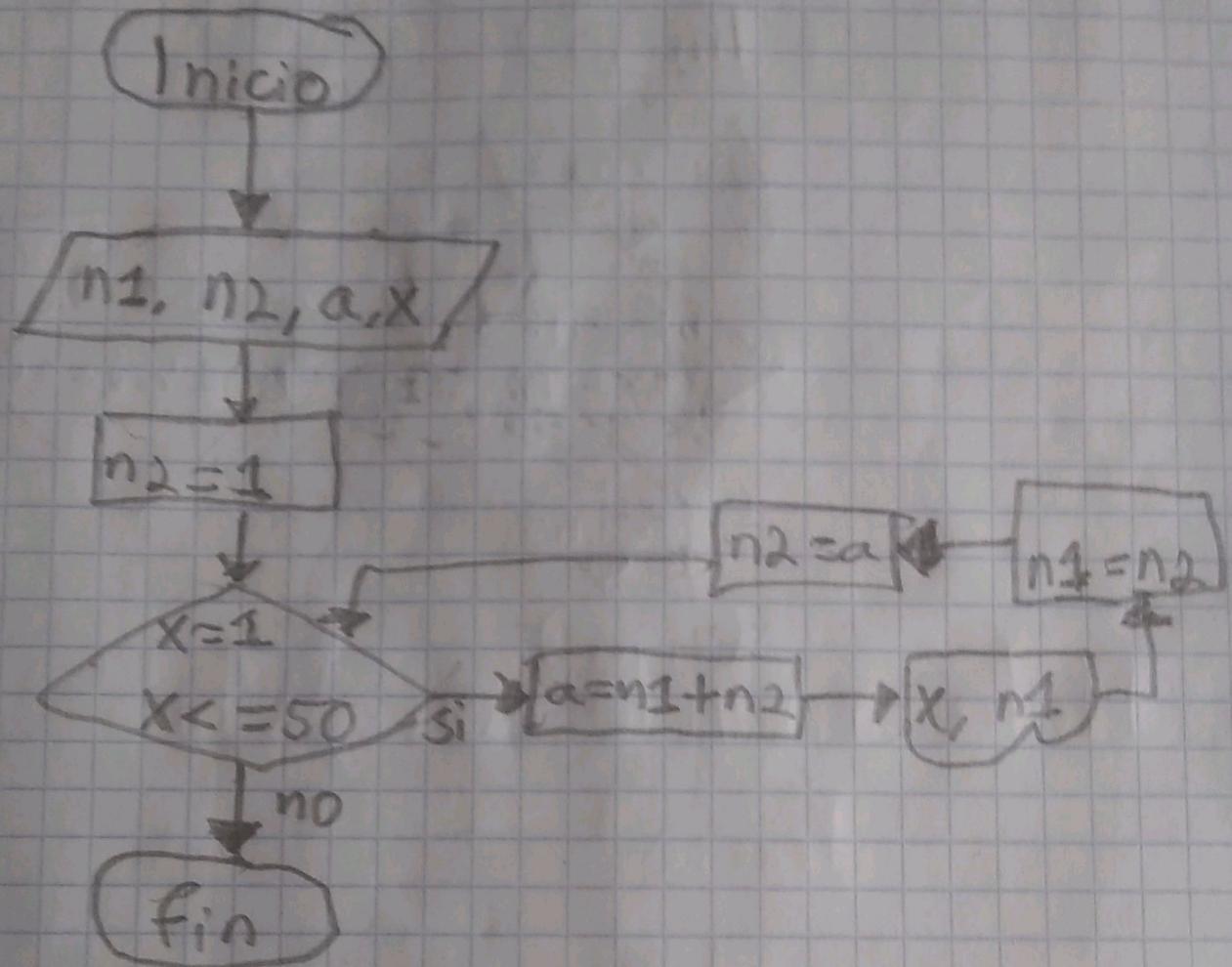
# Tabla de Multiplicar



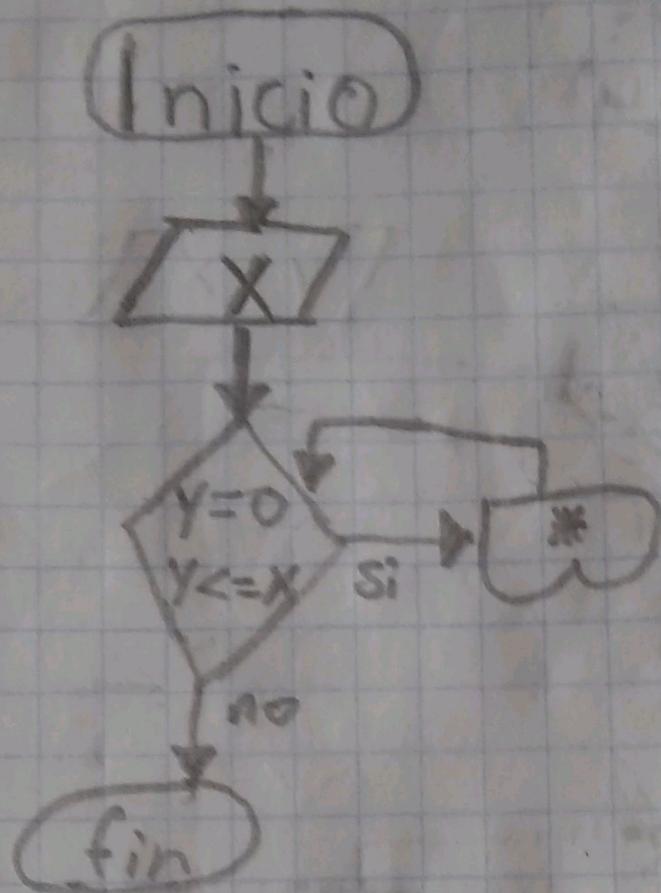
# Numeros pares entre dos numeros



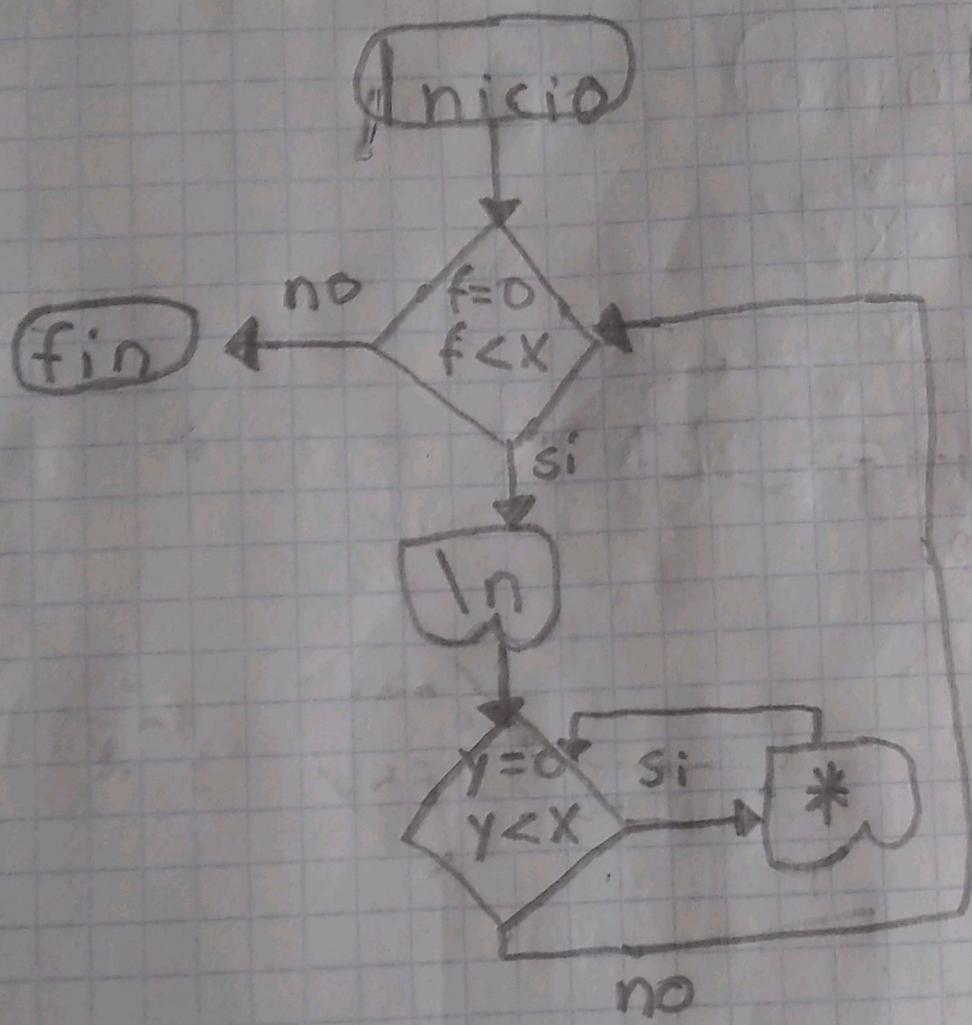
# Secuencia Fibunachi



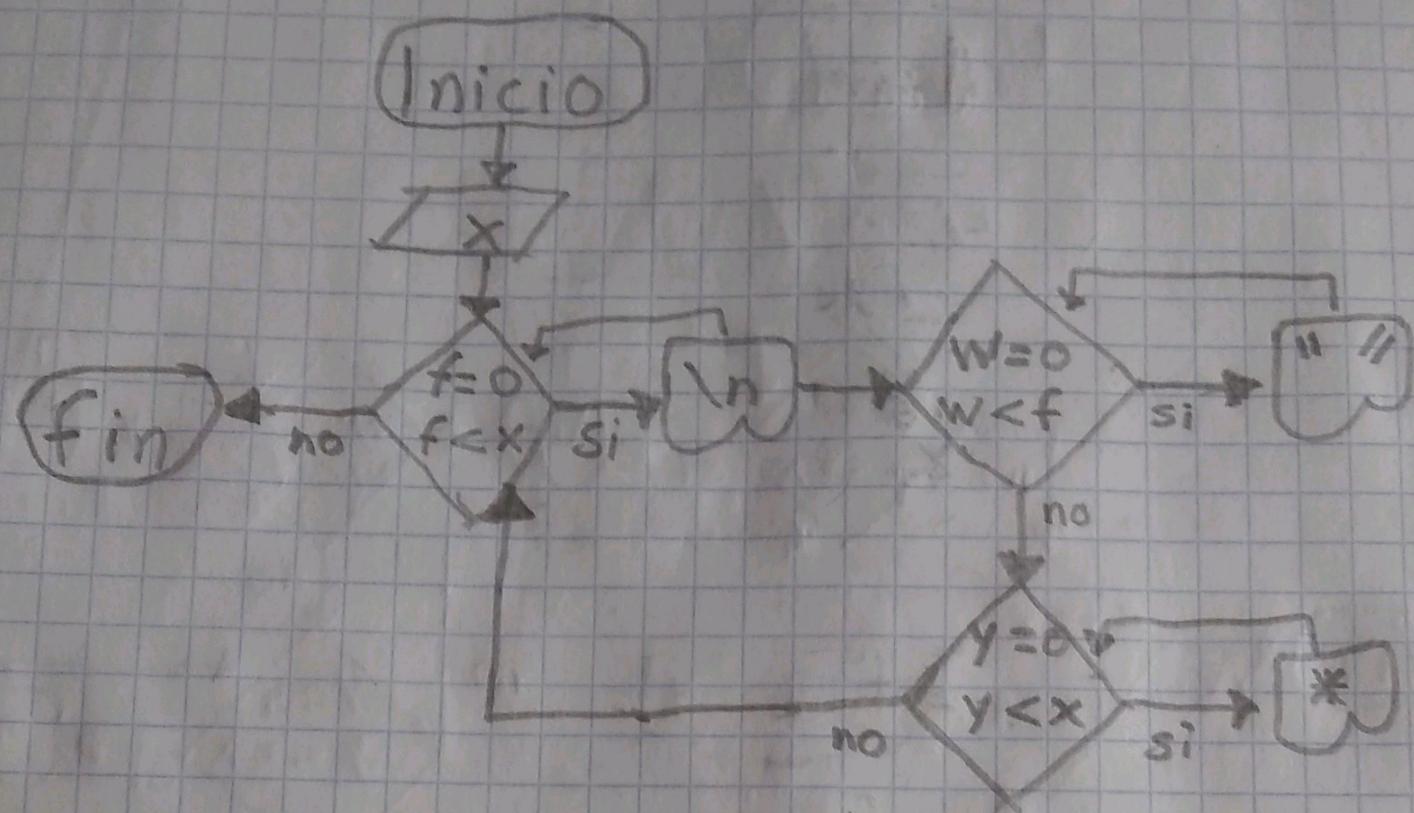
# Asterisco 1



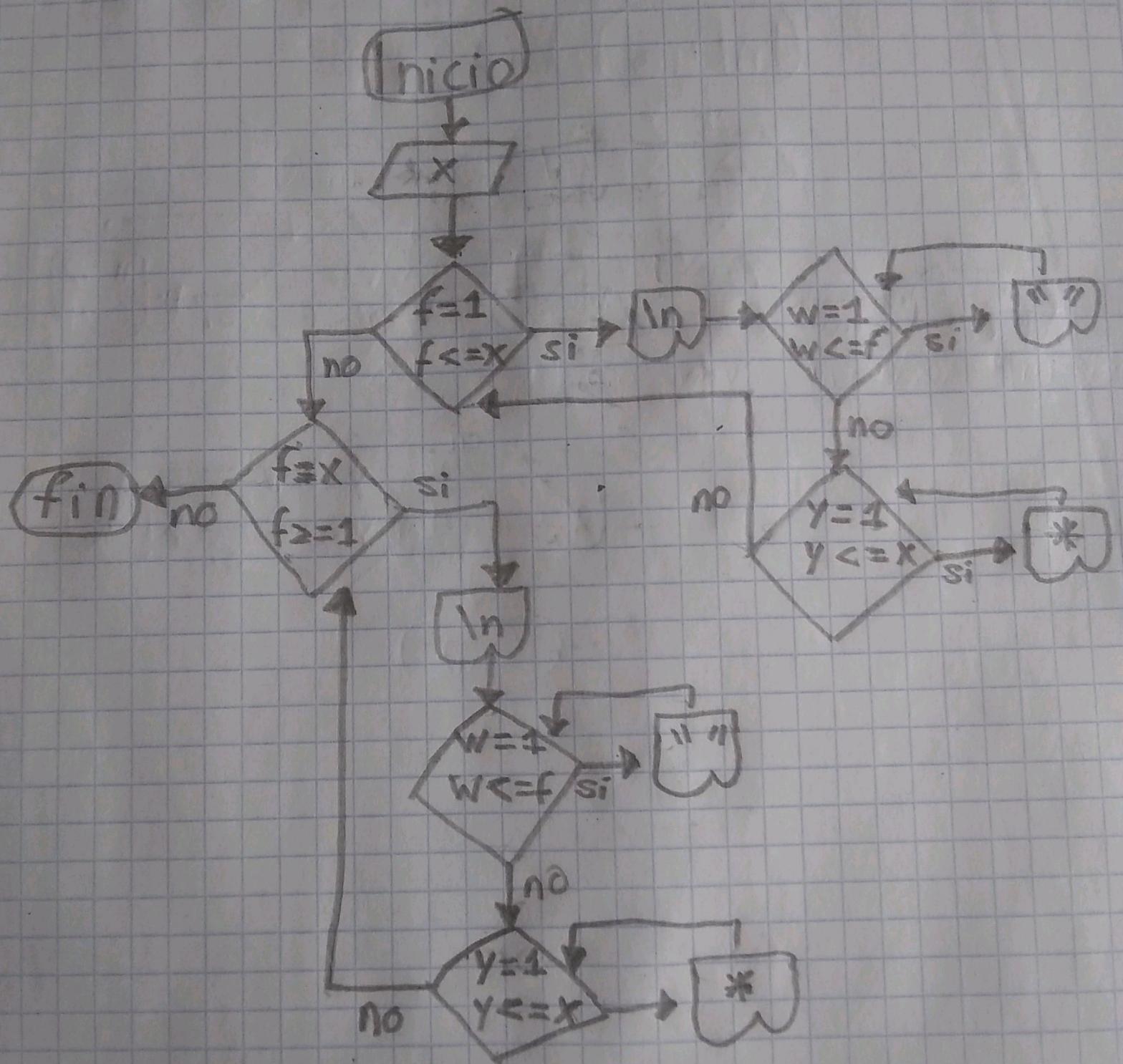
## Asterisco 2



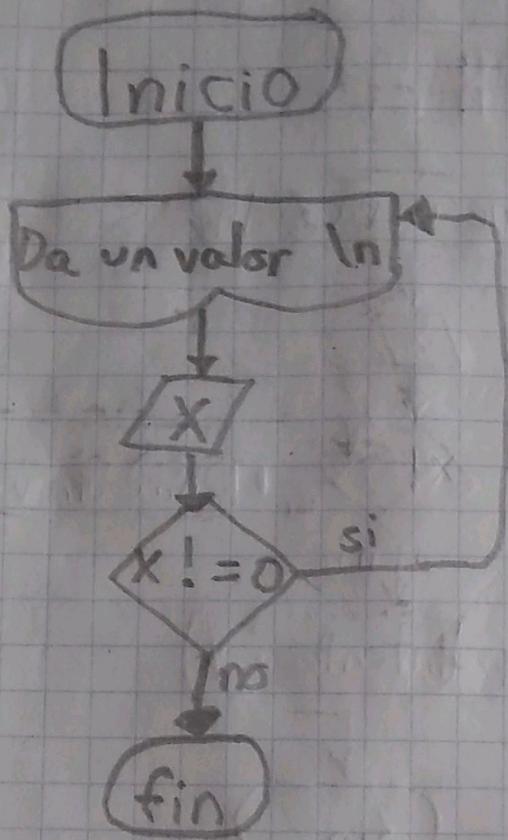
# Asterisco 3



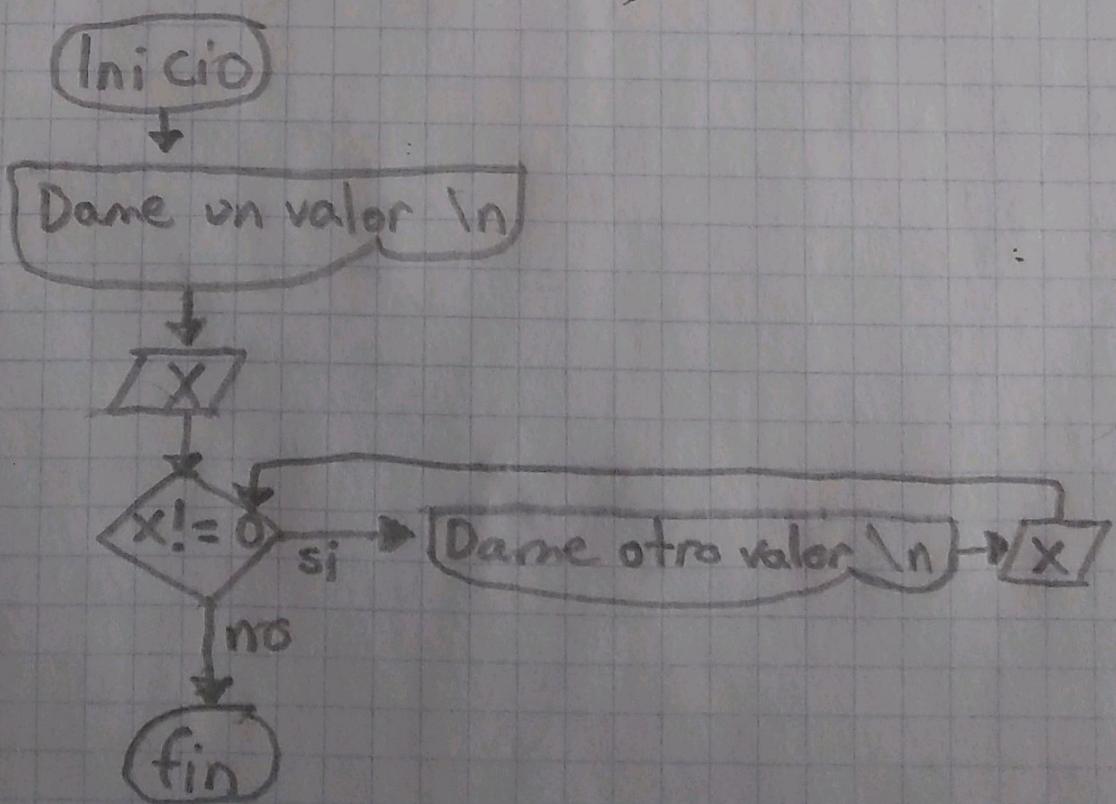
# Asterisco 4



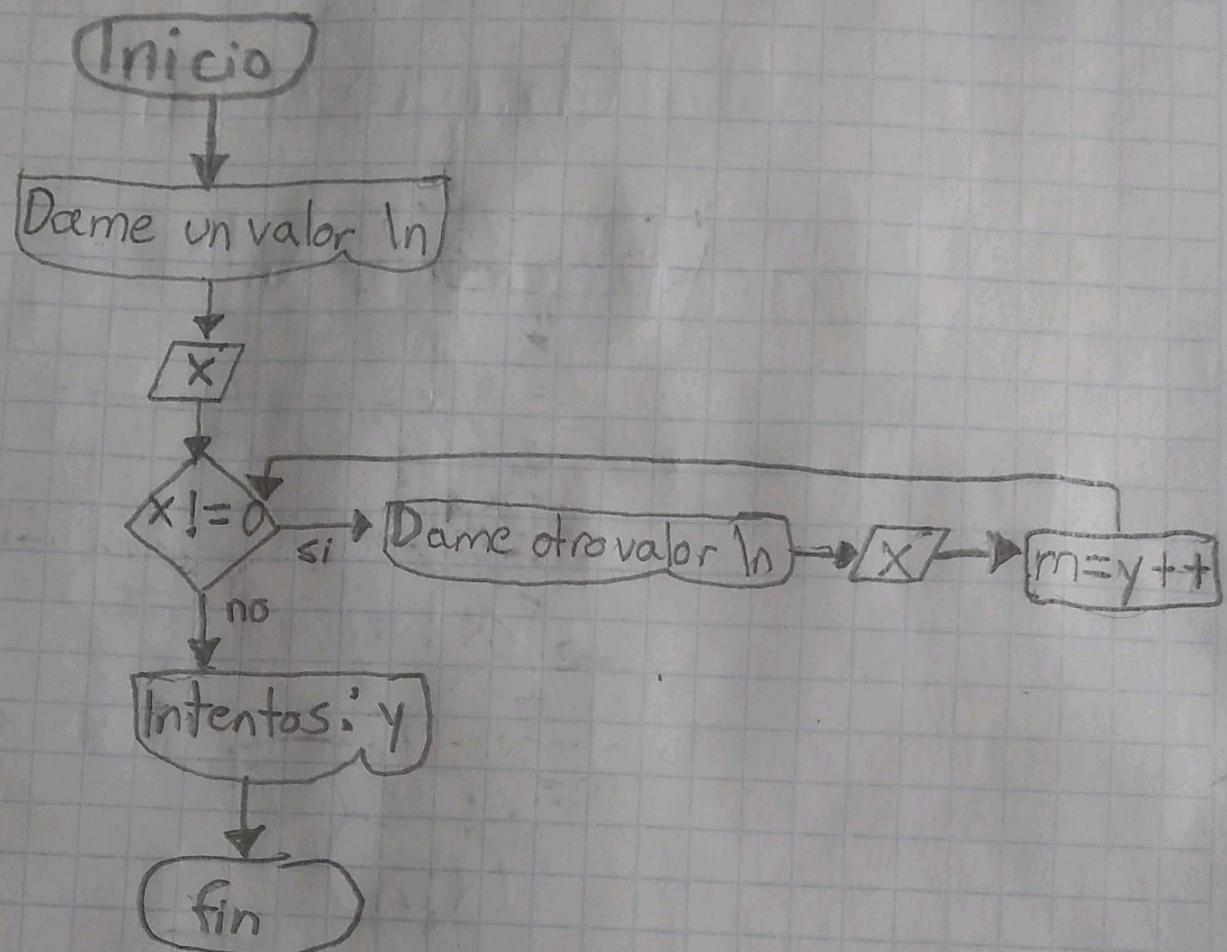
# Leer hasta 0 (do while)



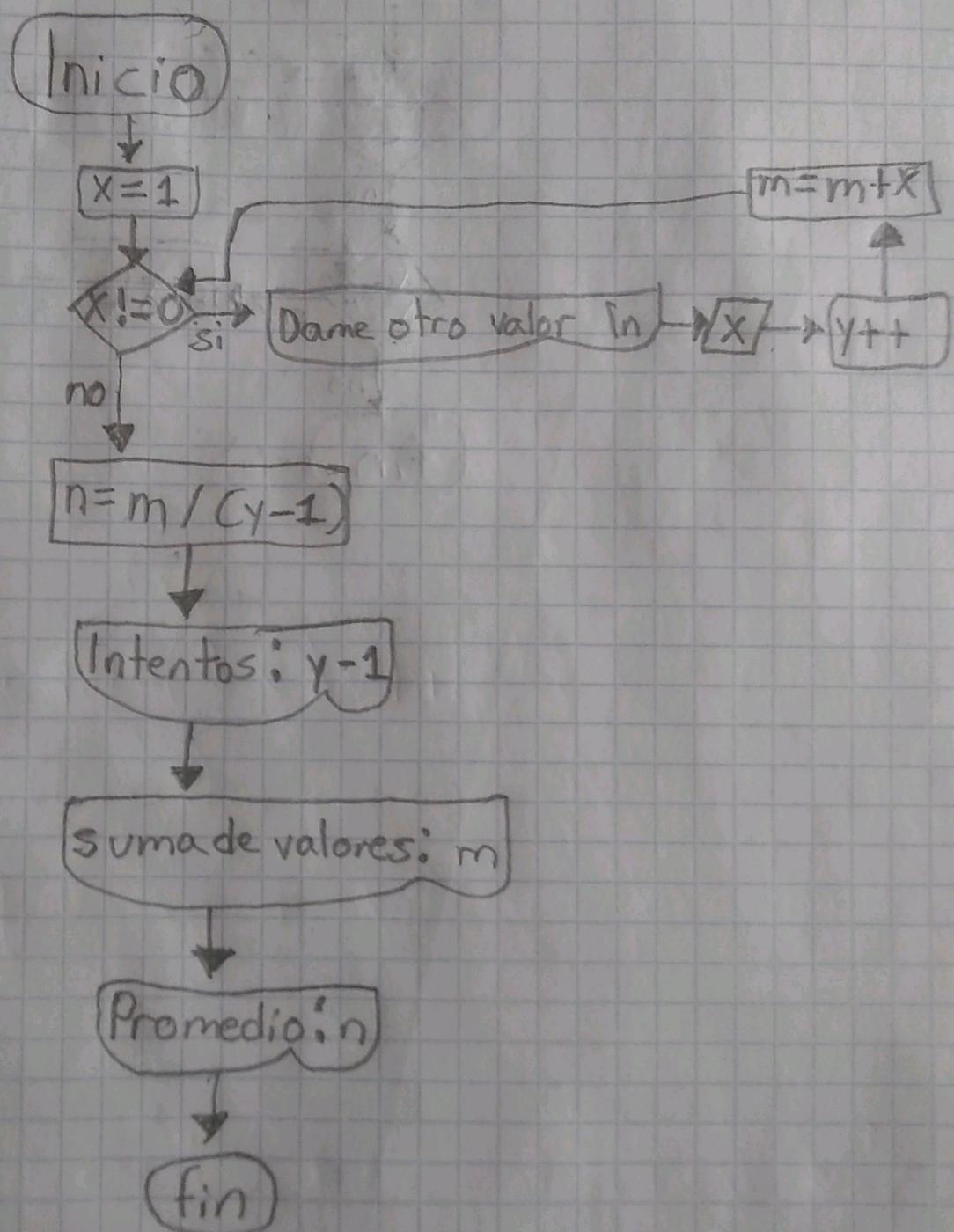
# Leer hasta 0 (While)



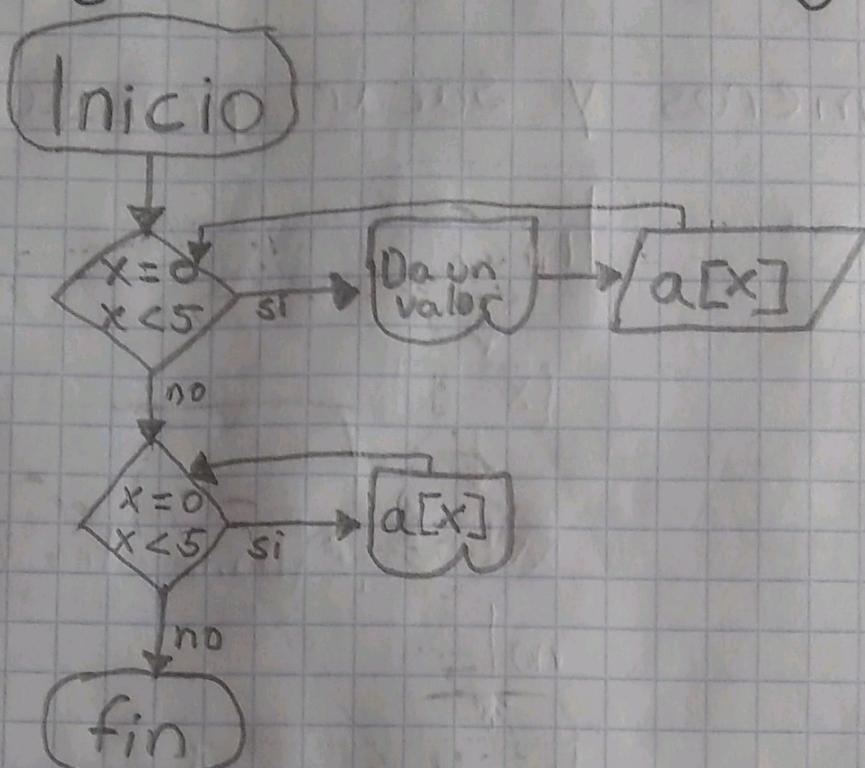
Leer hasta 0 y contar los intentos



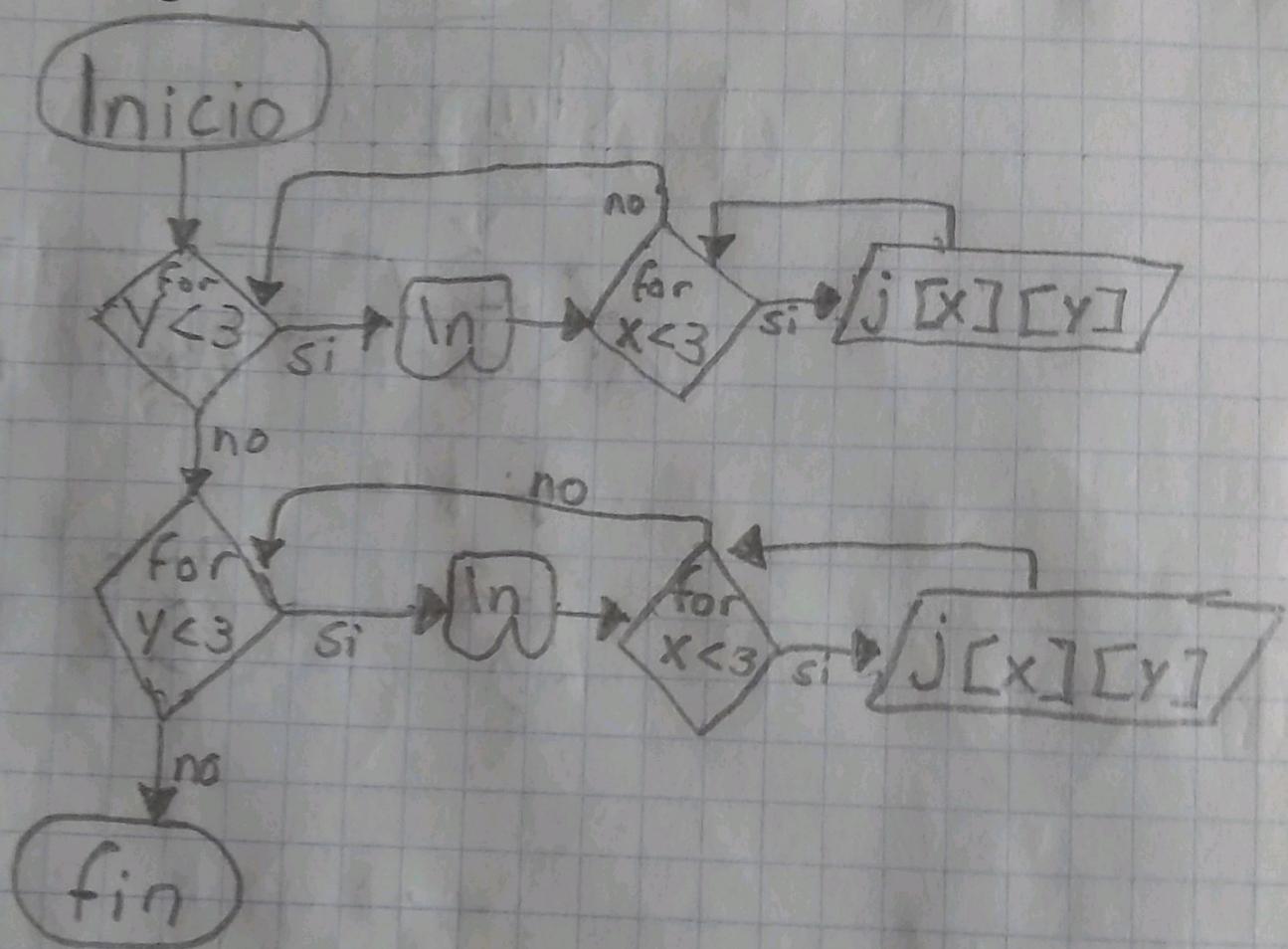
Leer hasta 0 contar intentos y sumar los numeros y sacar promedio



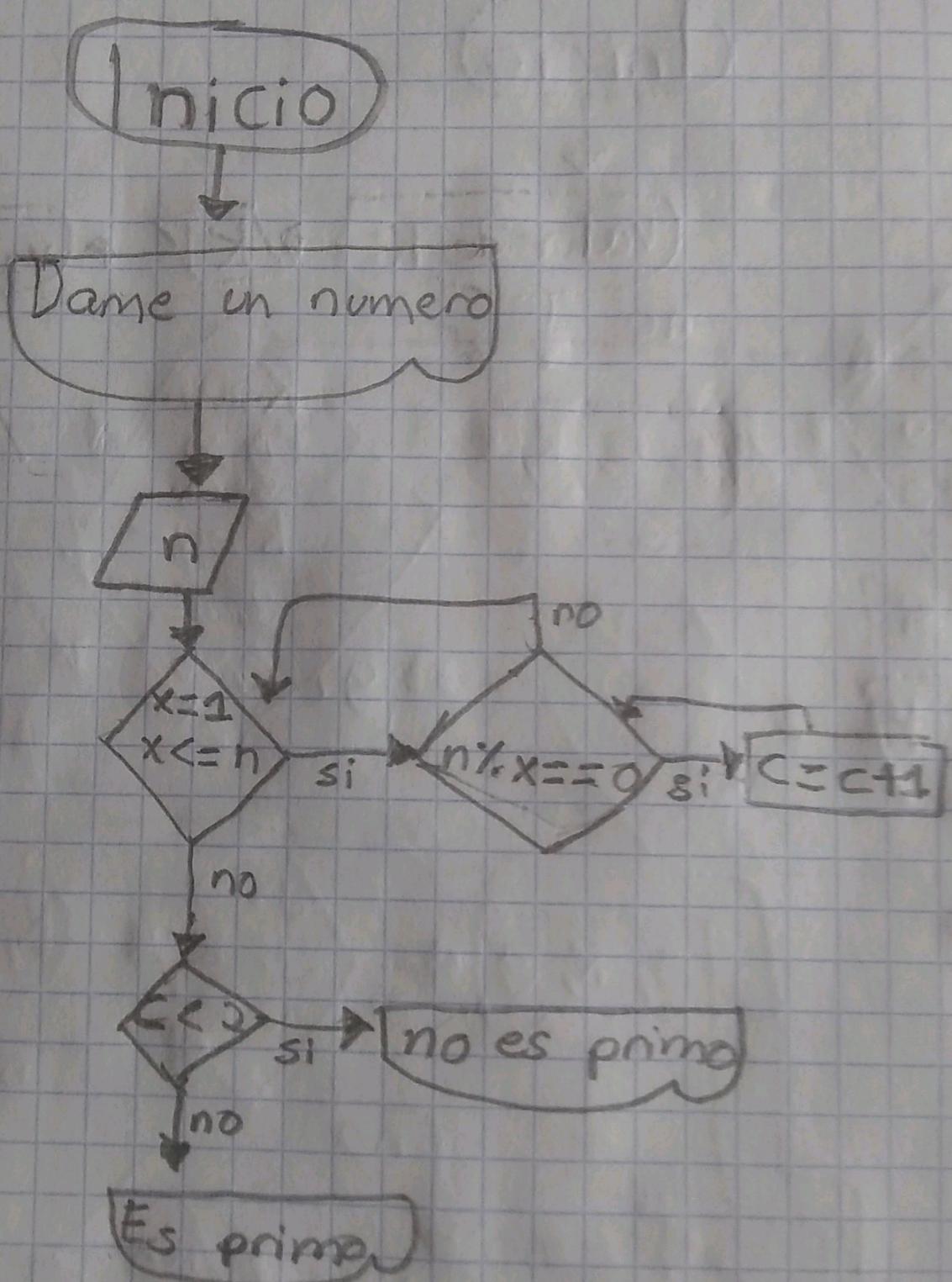
# Primer programa con arreglos



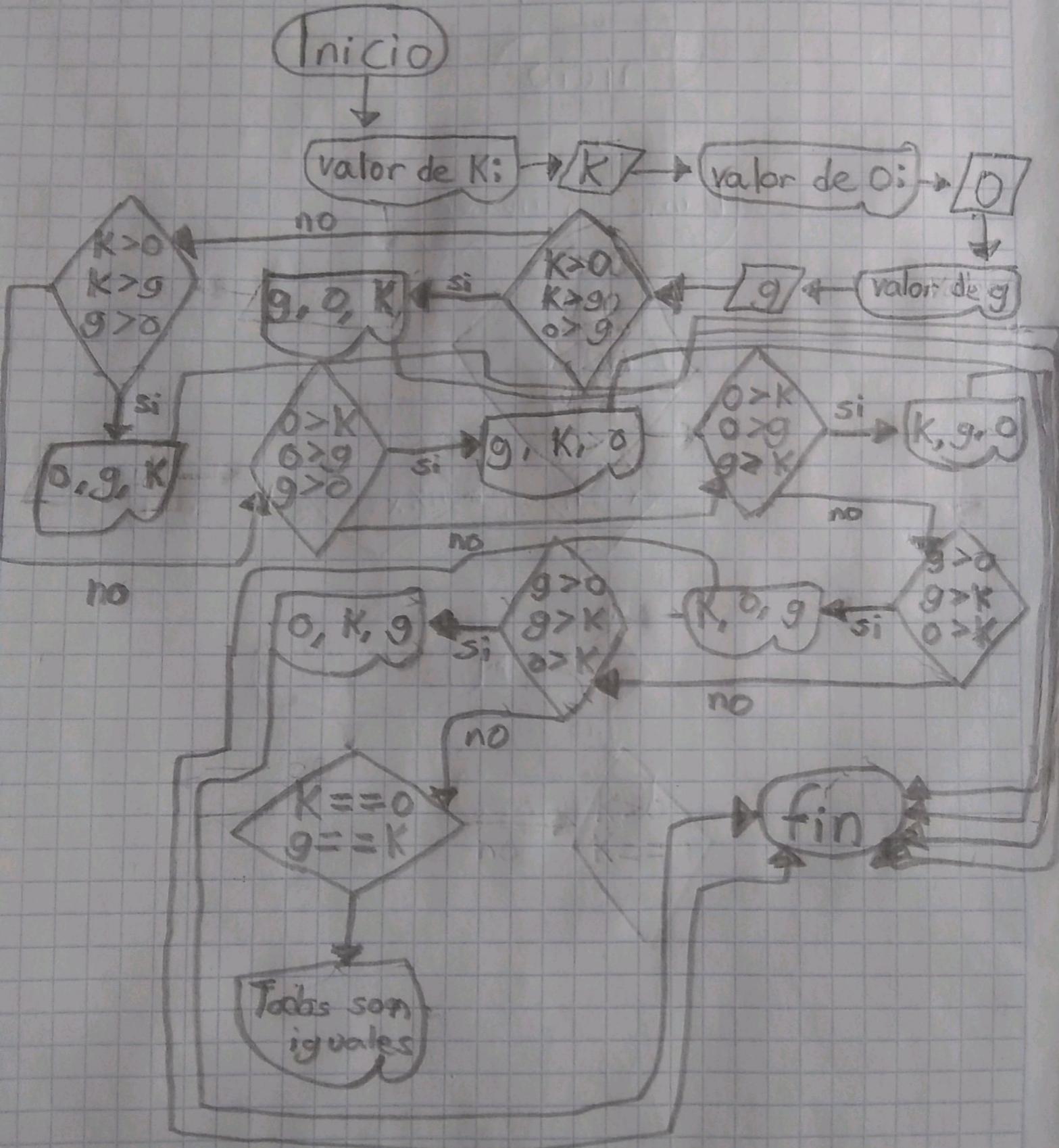
# Arreglo 3x3



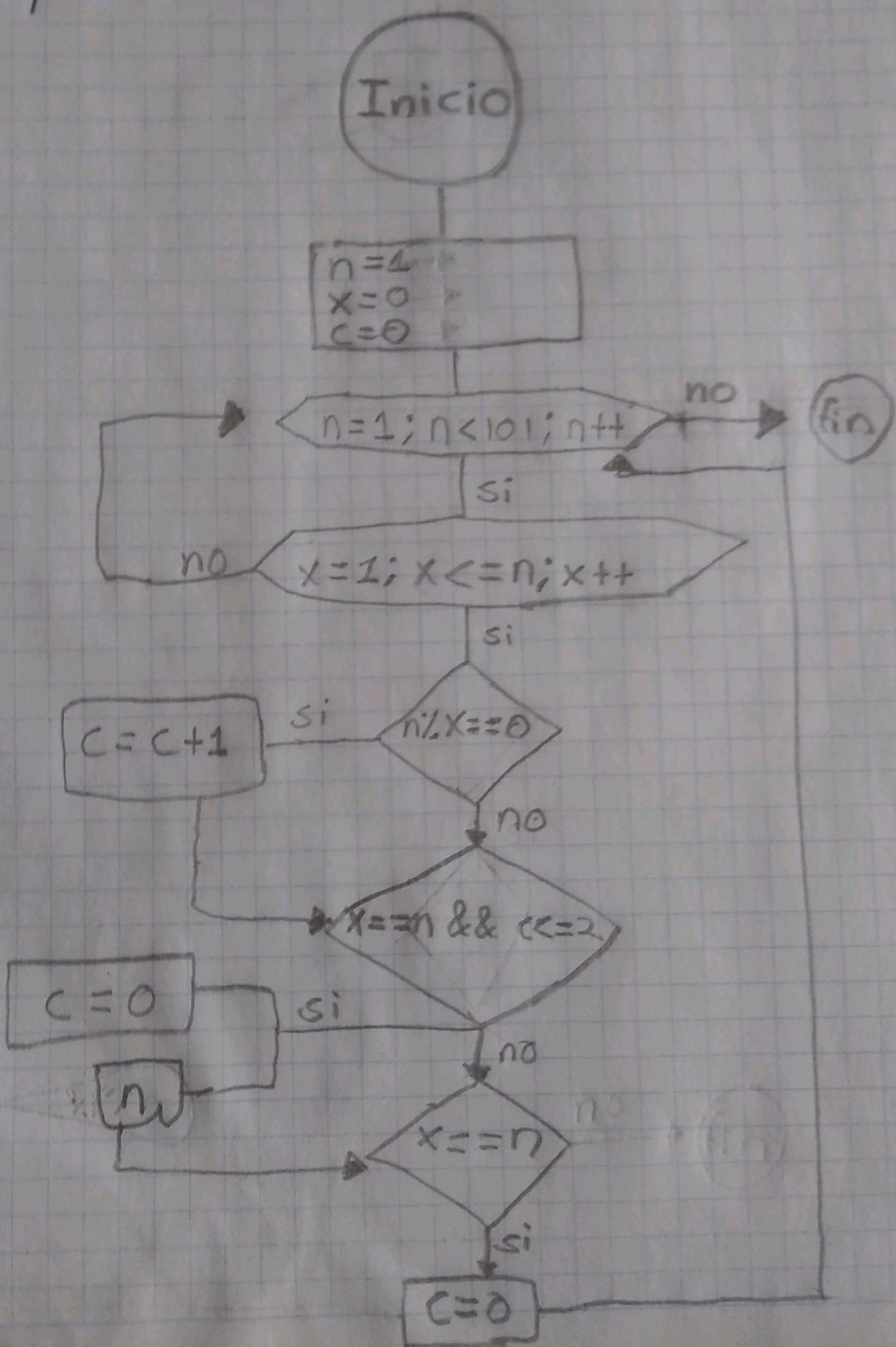
# Número primo



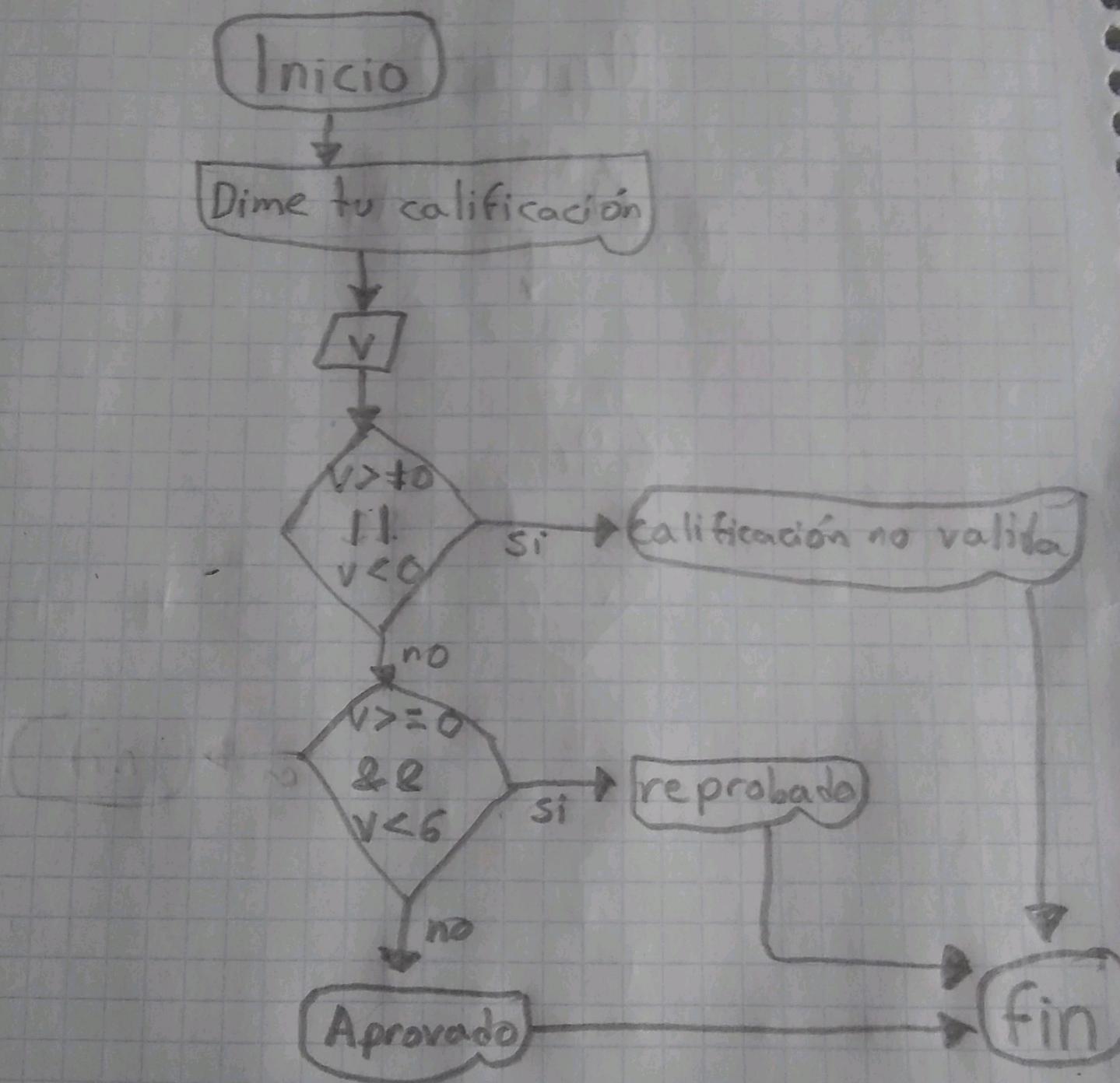
## Comparación de tres números



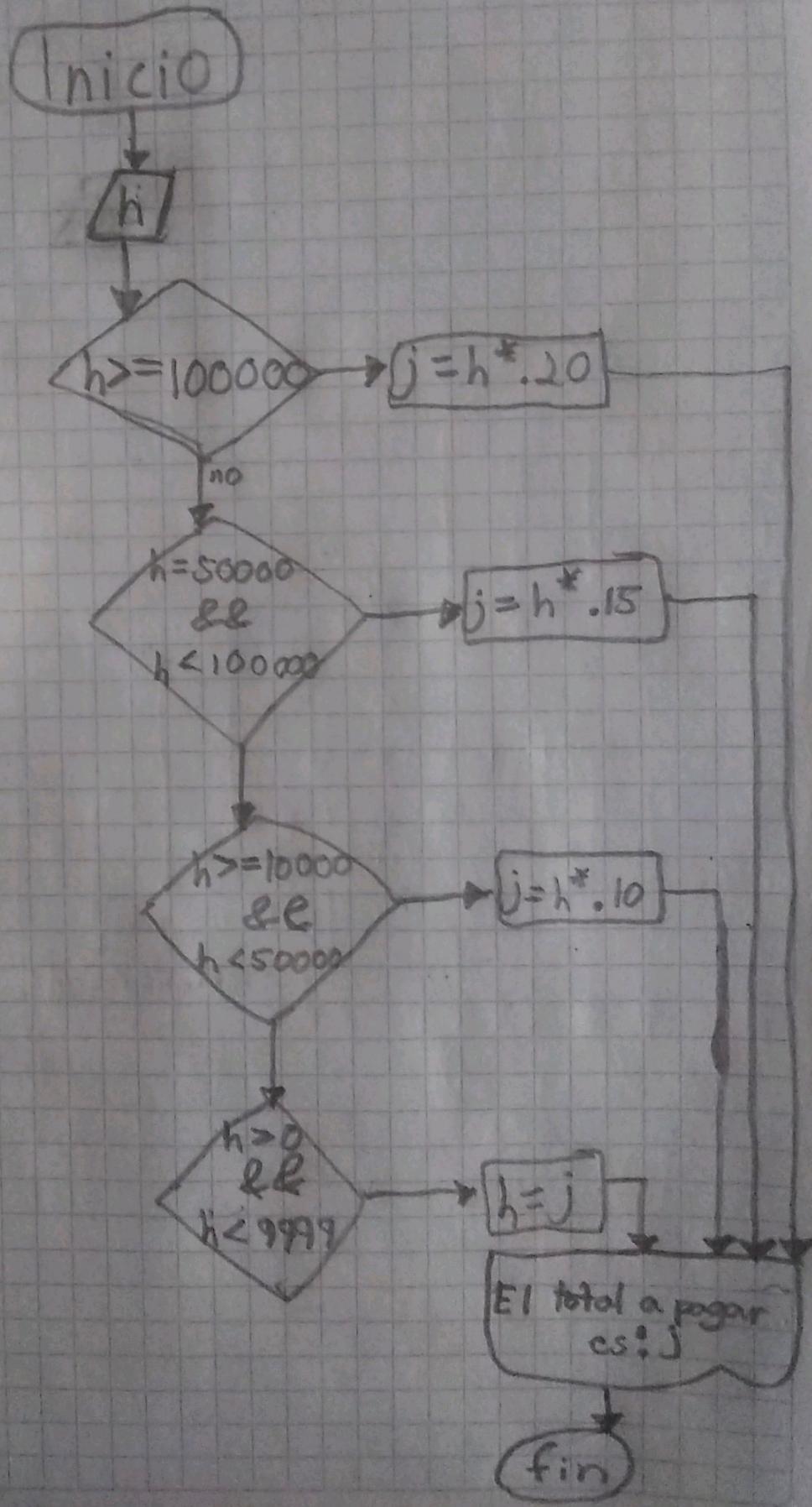
Mostrar los numeros primos que hay entre 0-100



# Calificación



# Descuento



Fecha

