

Apellidos: _____ Nombre: _____

Ejercicio 1

El siguiente código desarrollado en el entorno de MATLAB computa la suma gráfica de el número complejo (en plano real e imag) con el de su conjugado. ¿Qué computación se está haciendo en este código? ¿Qué variables se crean? ¿Qué variables se modifican?

%% Suma de un número complejo y su conjugado

```

a=1+2i;
b=1-2i;
c=a+b;
d=a-b;
e=a*b;
f=a/b;
g=a^2;
h=a^3;
i=a^4;
j=a^5;
k=a^6;
l=a^7;
m=a^8;
n=a^9;
o=a^10;
p=a^11;
q=a^12;
r=a^13;
s=a^14;
t=a^15;
u=a^16;
v=a^17;
w=a^18;
x=a^19;
y=a^20;
z=a^21;
aa=a^22;
ab=a^23;
ac=a^24;
ad=a^25;
ae=a^26;
af=a^27;
ag=a^28;
ah=a^29;
ai=a^30;
aj=a^31;
ak=a^32;
al=a^33;
am=a^34;
an=a^35;
ao=a^36;
ap=a^37;
aq=a^38;
ar=a^39;
as=a^40;
at=a^41;
au=a^42;
av=a^43;
aw=a^44;
ax=a^45;
ay=a^46;
az=a^47;
ba=a^48;
bb=a^49;
bc=a^50;
bd=a^51;
be=a^52;
bf=a^53;
bg=a^54;
bh=a^55;
bi=a^56;
bj=a^57;
bk=a^58;
bl=a^59;
bm=a^60;
bn=a^61;
bo=a^62;
bp=a^63;
bq=a^64;
br=a^65;
bs=a^66;
bt=a^67;
bu=a^68;
bv=a^69;
bw=a^70;
bx=a^71;
by=a^72;
bz=a^73;
ca=a^74;
cb=a^75;
cc=a^76;
cd=a^77;
ce=a^78;
cf=a^79;
cg=a^80;
ch=a^81;
ci=a^82;
cj=a^83;
ck=a^84;
cl=a^85;
cm=a^86;
cn=a^87;
co=a^88;
cp=a^89;
cq=a^90;
cr=a^91;
cs=a^92;
ct=a^93;
cu=a^94;
cv=a^95;
cw=a^96;
cx=a^97;
cy=a^98;
cz=a^99;
da=a^100;
db=a^101;
dc=a^102;
dd=a^103;
de=a^104;
df=a^105;
dg=a^106;
dh=a^107;
di=a^108;
dj=a^109;
dk=a^110;
dl=a^111;
dm=a^112;
dn=a^113;
do=a^114;
dp=a^115;
dq=a^116;
dr=a^117;
ds=a^118;
dt=a^119;
du=a^120;
dv=a^121;
dw=a^122;
dx=a^123;
dy=a^124;
dz=a^125;
ea=a^126;
eb=a^127;
ec=a^128;
ed=a^129;
ee=a^130;
ef=a^131;
eg=a^132;
eh=a^133;
ei=a^134;
ej=a^135;
ek=a^136;
el=a^137;
em=a^138;
en=a^139;
eo=a^140;
ep=a^141;
eq=a^142;
er=a^143;
es=a^144;
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eu=a^146;
ev=a^147;
ew=a^148;
ex=a^149;
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ez=a^151;
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fc=a^154;
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fe=a^156;
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fg=a^158;
fh=a^159;
fi=a^160;
fj=a^161;
fk=a^162;
fl=a^163;
fm=a^164;
fn=a^165;
fo=a^166;
fp=a^167;
fq=a^168;
fr=a^169;
fs=a^170;
ft=a^171;
fu=a^172;
fv=a^173;
fw=a^174;
fx=a^175;
fy=a^176;
fz=a^177;
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gb=a^179;
gc=a^180;
gd=a^181;
ge=a^182;
gf=a^183;
gg=a^184;
gh=a^185;
gi=a^186;
gj=a^187;
gk=a^188;
gl=a^189;
gm=a^190;
gn=a^191;
go=a^192;
gp=a^193;
gq=a^194;
gr=a^195;
gs=a^196;
gt=a^197;
gu=a^198;
gv=a^199;
gw=a^200;
gx=a^201;
gy=a^202;
gz=a^203;
ha=a^204;
hb=a^205;
hc=a^206;
hd=a^207;
he=a^208;
hf=a^209;
hg=a^210;
hh=a^211;
hi=a^212;
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hl=a^215;
hm=a^216;
hn=a^217;
ho=a^218;
hp=a^219;
hq=a^220;
hr=a^221;
hs=a^222;
ht=a^223;
hu=a^224;
hv=a^225;
hw=a^226;
hx=a^227;
hy=a^228;
hz=a^229;
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ib=a^231;
ic=a^232;
id=a^233;
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if=a^235;
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ik=a^240;
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tc=a^518;
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tt=a^535;
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tv=a^537;
tw=a^538;
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ty=a^540;
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ua=a^542;
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uc=a^544;
ud=a^545;
ue=a^546;
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uj=a^551;
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uo=a^556;
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vp=a^583;
vq=a^584;
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vw=a^590;
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wg=a^600;
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wj=a^603;
wk=a^604;
wl=a^605;
wm=a^606;
wn=a^607;
wo=a^608;
wp=a^609;
wq=a^610;
wr=a^611;
ws=a^612;
wt=a^613;
wu=a^614;
wv=a^615;
ww=a^616;
wx=a^617;
wy=a^618;
wz=a^619;
xa=a^620;
xb=a^621;
xc=a^622;
xd=a^623;
xe=a^624;
xf=a^625;
xg=a^626;
xh=a^627;
xi=a^628;
xj=a^629;
xk=a^630;
xl=a^631;
xm=a^632;
xn=a^633;
xo=a^634;
xp=a^635;
xq=a^636;
xr=a^637;
xs=a^638;
xt=a^639;
xu=a^640;
xv=a^641;
xw=a^642;
xx=a^643;
xy=a^644;
xz=a^645;
ya=a^646;
yb=a^647;
yc=a^648;
yd=a^649;
ye=a^650;
yf=a^651;
yg=a^652;
yh=a^653;
yi=a^654;
yj=a^655;
yk=a^656;
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ym=a^658;
yn=a^659;
yo=a^660;
yp=a^661;
yq=a^662;
yr=a^663;
ys=a^664;
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yu=a^666;
yv=a^667;
yw=a^668;
yx=a^669;
yy=a^670;
yz=a^671;
za=a^672;
zb=a^673;
zc=a^674;
zd=a^675;
ze=a^676;
zf=a^677;
zg=a^678;
zh=a^679;
zi=a^680;
zj=a^681;
zk=a^682;
zl=a^683;
zm=a^684;
zn=a^685;
zo=a^686;
zp=a^687;
zq=a^688;
zr=a^689;
zs=a^690;
zt=a^691;
zu=a^692;
zv=a^693;
zw=a^694;
zx=a^695;
zy=a^696;
zz=a^697;

```

¿Qué se hace en este código? ¿Qué se genera? ¿Qué se modifica? ¿Qué se elimina? ¿Qué se crea?

Solución:

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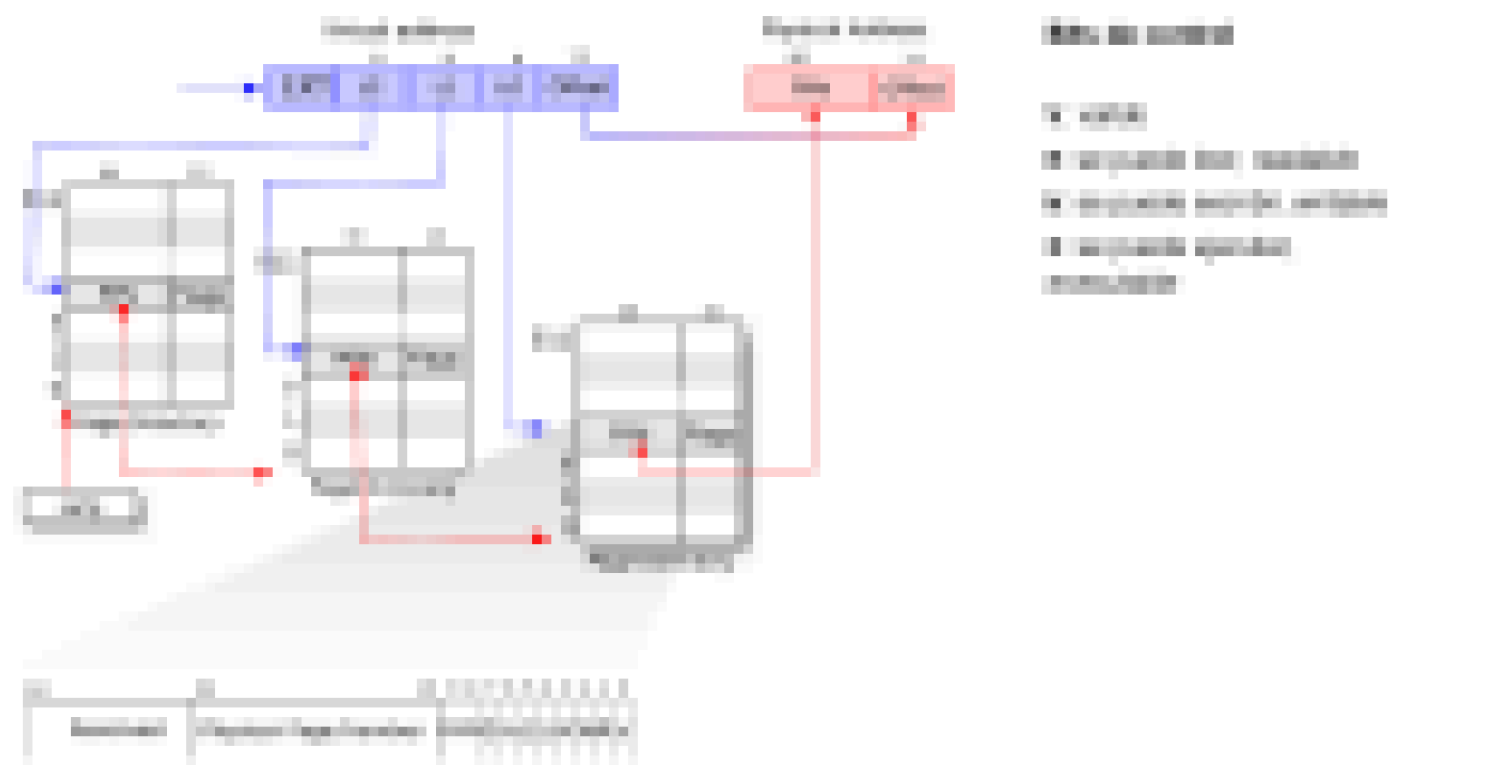
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Exercitiu 8.

Construiți un rețea de calculatoare (RAN) cu plăci de LAN din 3 module care funcționează în mod peer-to-peer sau master-slave.



Exercitiu 9. Construiți un rețea de calculatoare (RAN) cu plăci de LAN din 3 module care funcționează în mod peer-to-peer sau master-slave.

Modul 1	Modul 2	Modul 3
1. Modul	1. Modul	1. Modul
2. Rețea de calculatoare	2. Rețea de calculatoare	2. Rețea de calculatoare
3. Rețea de calculatoare	3. Rețea de calculatoare	3. Rețea de calculatoare
4. Rețea de calculatoare	4. Rețea de calculatoare	4. Rețea de calculatoare
5. Rețea de calculatoare	5. Rețea de calculatoare	5. Rețea de calculatoare
6. Rețea de calculatoare	6. Rețea de calculatoare	6. Rețea de calculatoare
7. Rețea de calculatoare	7. Rețea de calculatoare	7. Rețea de calculatoare
8. Rețea de calculatoare	8. Rețea de calculatoare	8. Rețea de calculatoare
9. Rețea de calculatoare	9. Rețea de calculatoare	9. Rețea de calculatoare
10. Rețea de calculatoare	10. Rețea de calculatoare	10. Rețea de calculatoare

a) Traducți în limbajul de programare C++ următoarele expresii:

Exprimare:

Exprimare:

Exprimare:

Exprimare:

Exprimare:

b) Traducți în limbajul de programare C++ următoarele expresii:

Exprimare:

Exprimare:

Exprimare:

Exprimare:

Exprimare:

Objetivo 1

Se le hanido requerido la pagacion del Ejercicio 1, indicar de manera concisa que es lo que pasaria con la moneda cuando se realiza el pago de un proceso con el código de proceso de Ejercicio 1.

Indicaciones

Responda 1

Responda 2

Responda 3

Responda 4

Responda 5

Responda 6

Responda 7

Responda 8

Responda 9

Responda 10

Fin