

0-

```
int main(int argc, char *argv[])
{
    int u=13, v=11, w=5, x=17, y=19, z=23, *q=NULL, *arr=NULL;
    int *a=&v, *b=&y, *c=&w, *d=&x, *e=&u, *f=&z;
    int k=0, N=10;
```

```
arr = (int*) malloc (N * sizeof(int));
```

```
for (q=arr, k=0; k<N; q++, k++);
```

$(^*q) = 3 * k + (k \% 3)$

$N=10 \quad k=0 \rightarrow ^*q = 0$   
 $N=10 \quad k=1 \rightarrow ^*q = 3 * 1 + (1) = 4$   
 $N=10 \quad k=2 \rightarrow ^*q = 3 * 2 + (2) = 8$   
 $N=10 \quad k=9 \rightarrow ^*q = 3 * 9 + (0) = 27$

$N:$   
 $k=3 \rightarrow 9$   
 $k=4 \rightarrow 13$   
 $k=5 \rightarrow 17$   
 $k=6 \rightarrow 18$   
 $k=7 \rightarrow 22$   
 $k=8 \rightarrow 26$

```
for (k=0; k<N; k++) {
```

```
switch (arr[k] % 6) {
```

Case 0:  $(^*a) = 0$ ; break;  
 Case 1:  $(^*c) += 1$ ; break;  
 Case 2:  $(^*e) -= 2$ ; break;  
 Case 3:  $(^*b) += 3$ ; break;  
 Case 4:  $(^*f) -= 4$ ; break;  
 Case 5:  $(^*d) += 5$ ; break;

$arr[0] = 0 \% 6 = 0 \quad ^*a = ^*a + 0 = 0$   
 $arr[1] = 4 \% 6 = 4 \quad ^*f = 23 - 4 = 19$   
 $arr[2] = 8 \% 6 = 2 \quad ^*e = 13 - 2 = 11$   
 $arr[3] = 4 \% 6 = 4 \quad ^*b = 19 + 3 = 22$   
 $arr[4] = 13 \% 6 = 1 \quad ^*c = 5 + 1 = 6$   
 $arr[5] = 17 \% 6 = 5 \quad ^*d = 17 + 5 = 22$   
 $arr[6] = 18 \% 6 = 0 \quad ^*a = 11 - 0 = 11$   
 $arr[7] = 22 \% 6 = 4 \quad ^*f = 19 - 4 = 15$   
 $arr[8] = 26 \% 6 = 2 \quad ^*e = 11 - 2 = 9$   
 $arr[9] = 27 \% 6 = 3 \quad ^*b = 22 + 3 = 25$

```
printf("u=%d, v=%d, w=%d \n", u, v, w);
```

$u=9, v=0, w=6$

```
printf("x=%d, y=%d, z=%d \n", x, y, z);
```

$x=22, y=25, z=15$

```
}
```



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1.

Creando un hiper cubo con 4 dimensiones ( $N=4$ ) apartando memoria

```
int *** hiperwubo (int M, int N, int O, int P) {  
    int **** hiper = NULL;  
    int i=0, j=0, k=0, l=0;  
    hiper = (int ****) malloc (M * sizeof (int ***));  
    for (i=0; i<M; i++) {  
        hiper[i] = (int ***) malloc (N * sizeof (int **));  
        for (j=0; j<N; j++) {  
            hiper[i][j] = (int **) malloc (O * sizeof (int *));  
            for (k=0; k<O; k++) {  
                hiper[i][j][k] = (int *) malloc (P * sizeof (int));  
                for (l=0; l<P; l++) {  
                    hiper[i][j][k][l] = i * j * k * l;  
                }  
            }  
        }  
    }  
    return (hiper);  
}
```

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1: Para liberar la memoria

```
void destruirhiper(int ***hiper, int M, int N, int O, int P){  
    int i=0, j=0, k=0, l=0;  
    for (i=0; i<M; i++){  
        for (j=0; j<N; j++){  
            for (k=0; k<O; k++){  
                for (l=0; l<P; l++){  
                    free(hiper[i][j][k]);  
                }  
                free(hiper[i][j]);  
            }  
            free(hiper[i]);  
        }  
    }  
    free(hiper);  
}
```



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3: Tomemos un arreglo de 10 elementos

$\text{int array}[10] = \{75, 30, 25, 51, 19, 90, 55, 29, 1, 37\}$

Mezcla

$O(N \log_2 N)$

