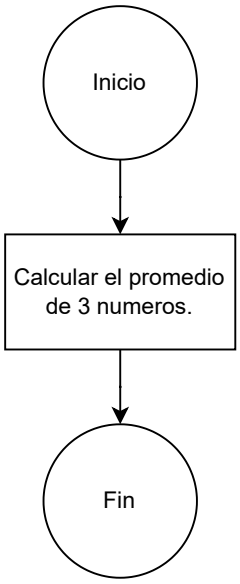
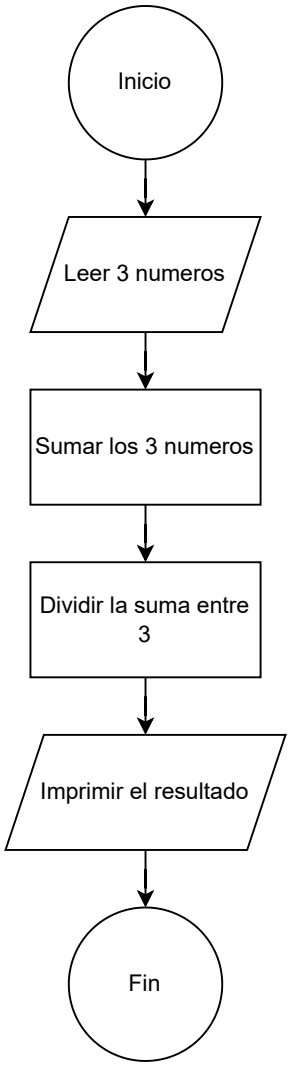
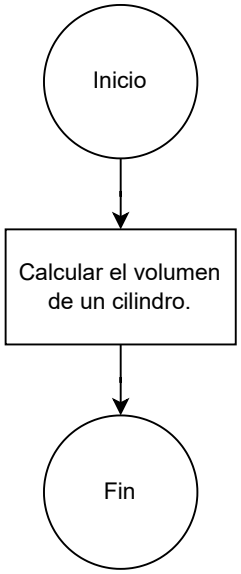
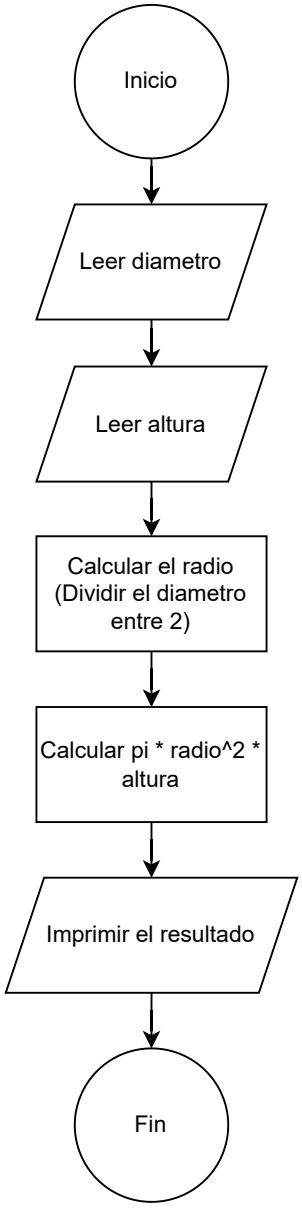


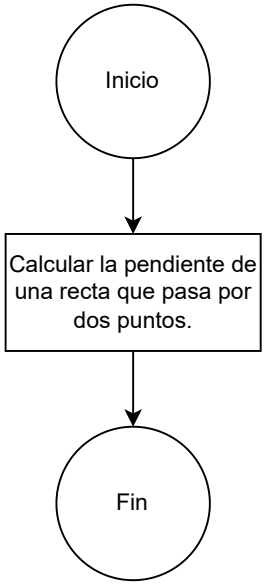
List
Leer 3 numeros
Sumar los 3 numeros
Dividir la suma entre 3
Imprimir el resultado



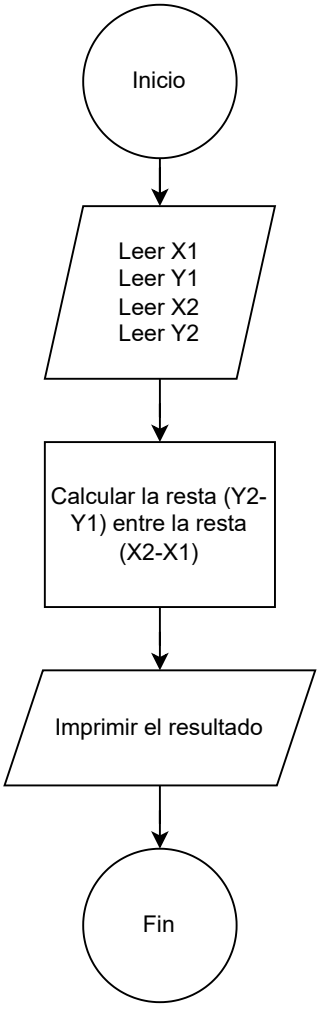


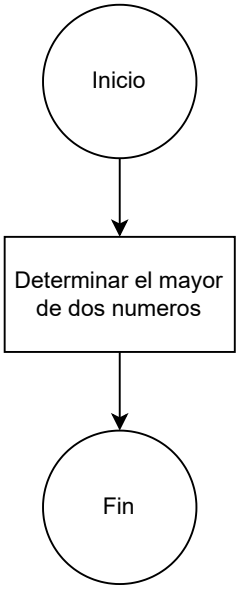
List
Leer el diametro
Leer la altura
Calcular el radio (Dividir el radio entre 2
Calcular pi * radio^2 * altura
Imprimir el resultado



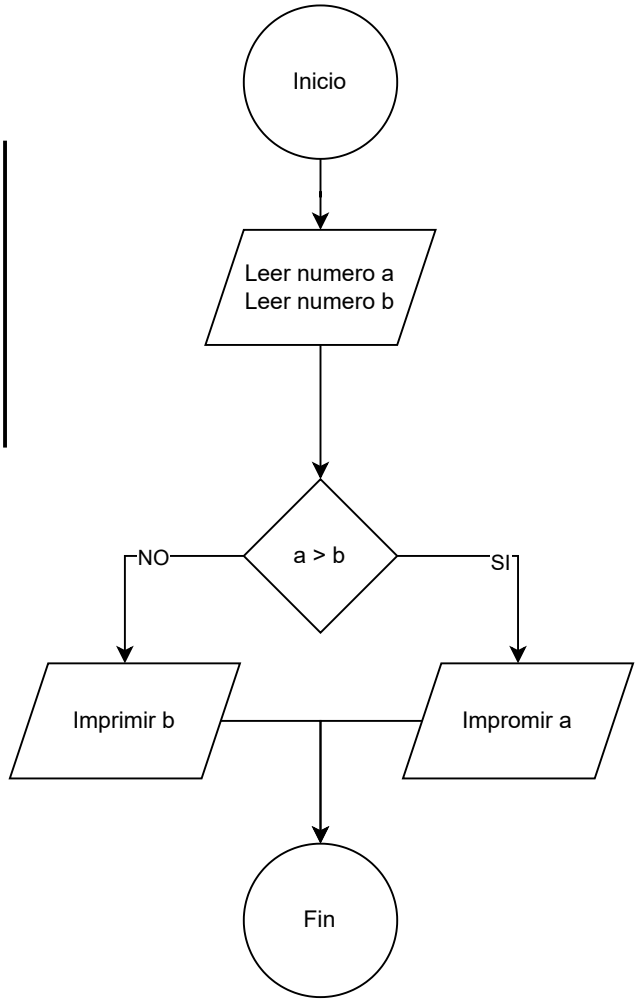


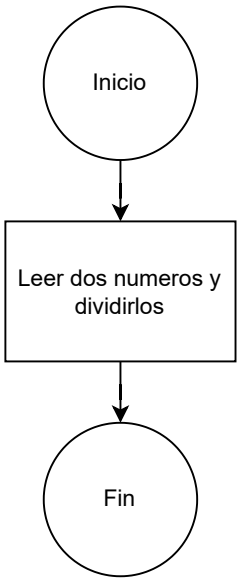
List
Leer X1
Leer Y1
Leer X2
Leer Y2
Calcular la resta (Y2-Y1) entre la resta (X2-X1)
Imprimir el resultado





List
Leer numero a Leer numero b Si (a) es mayor que (b) imprimir (a) Si (a) es menor que (b) imprimir (b)



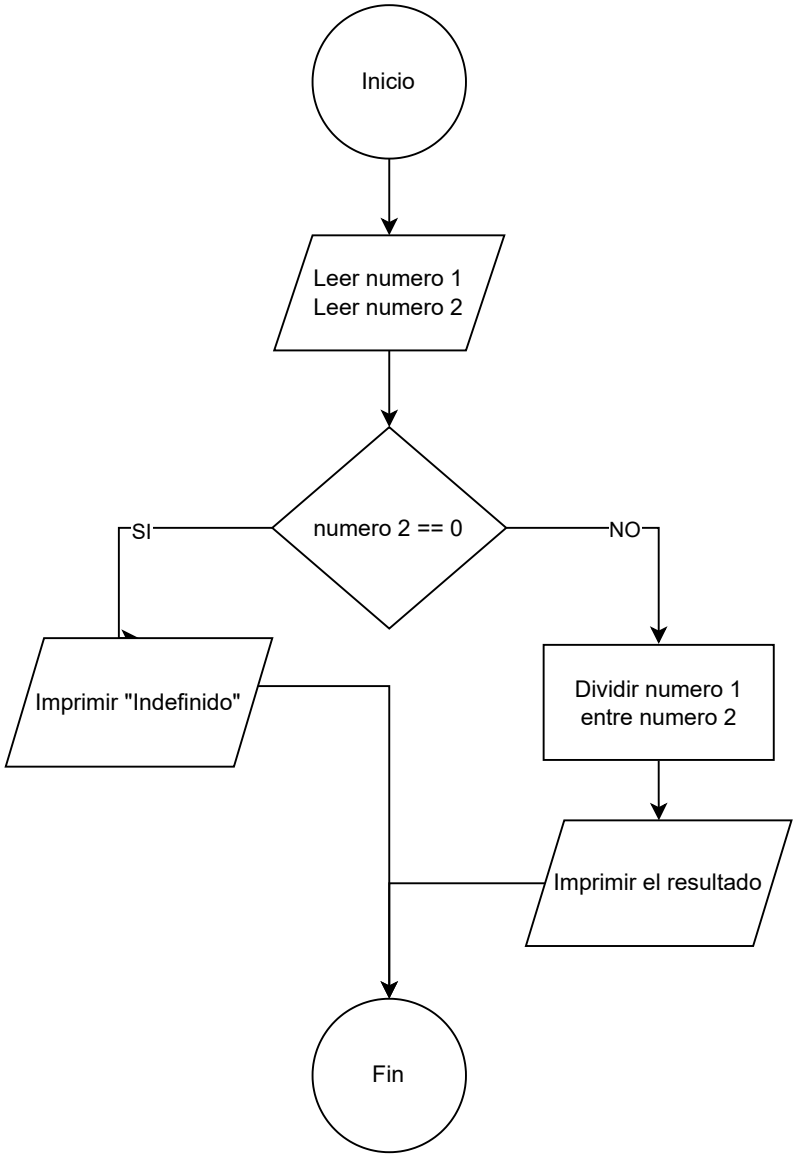


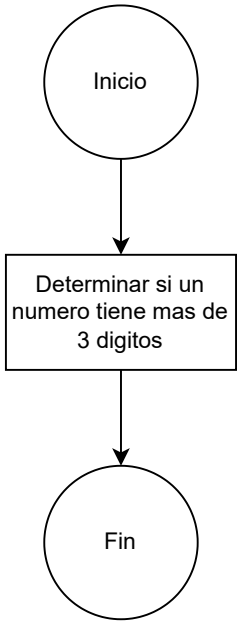
1. Leer numero 1
   Leer numero 2

2. Si numero 2 es igual a cero no se puede hacer

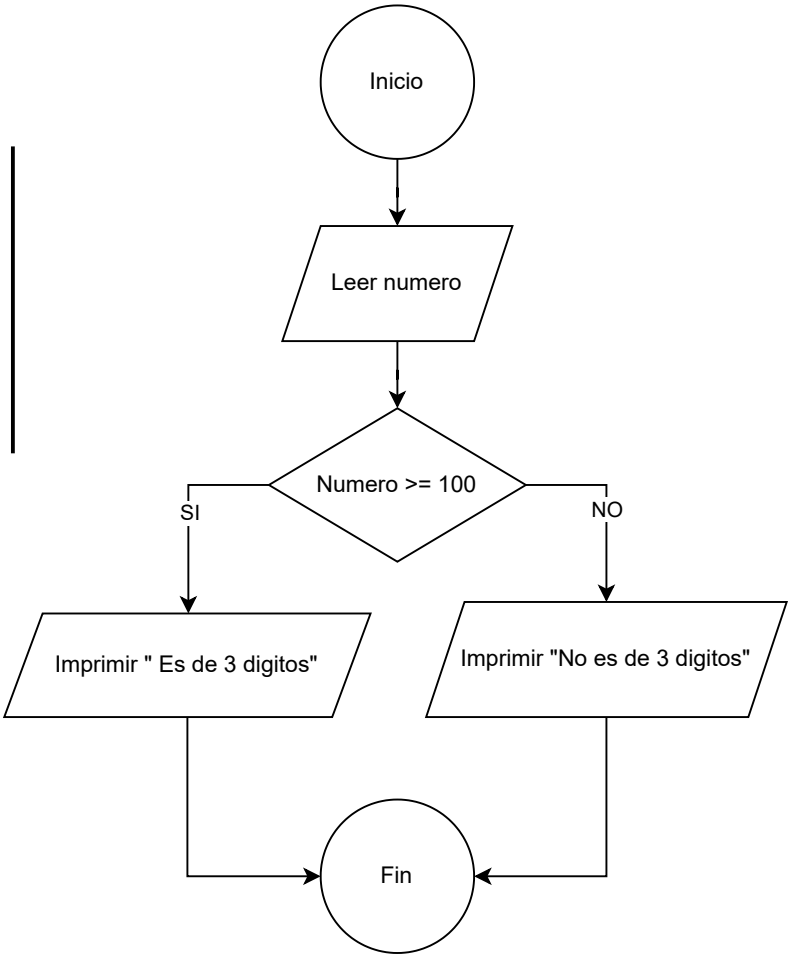
3. Si numero 2 es distinto de cero proceder con la divsion

4. Imprimir resultado

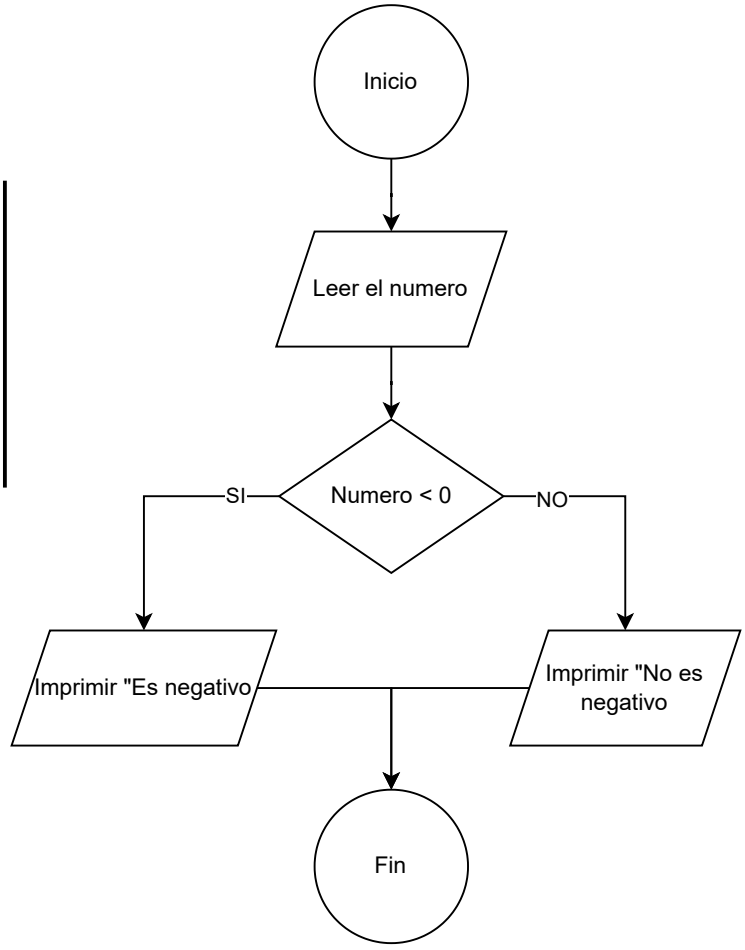


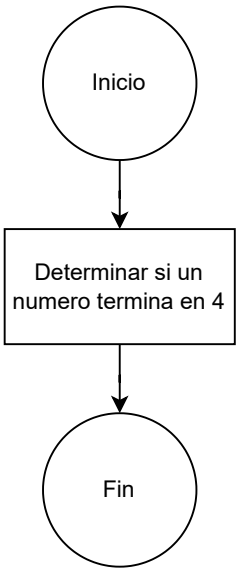


List
Leer numero Es mayor o igual a 100? Si: Imprimir "Es de 3 digitos" No: Imprimir "No es de 3 digitos"

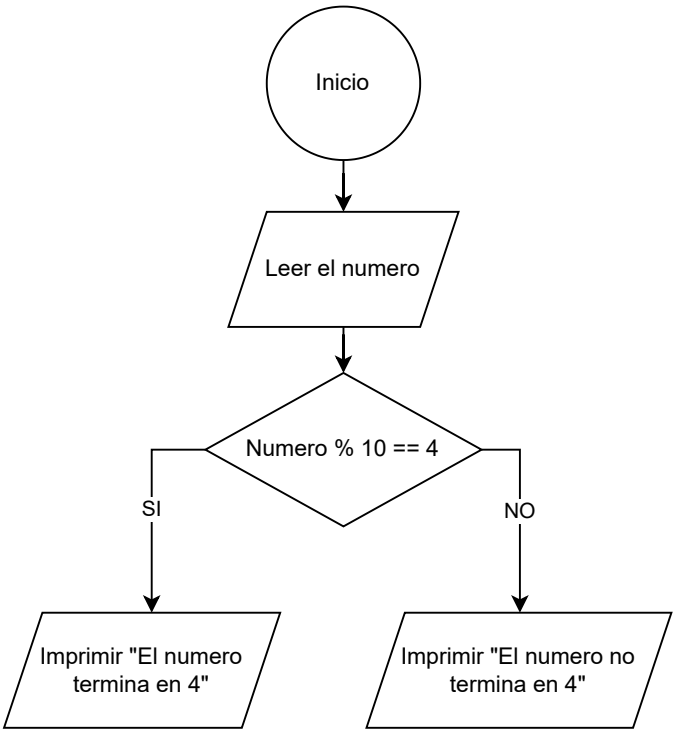


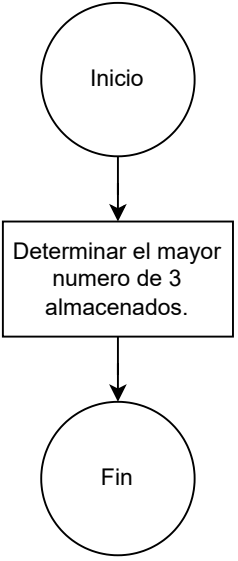
List
Leer el numero
Es menor a 0?
Si: Imprimir "Es negativo"
No: Imprimir "No es negativo



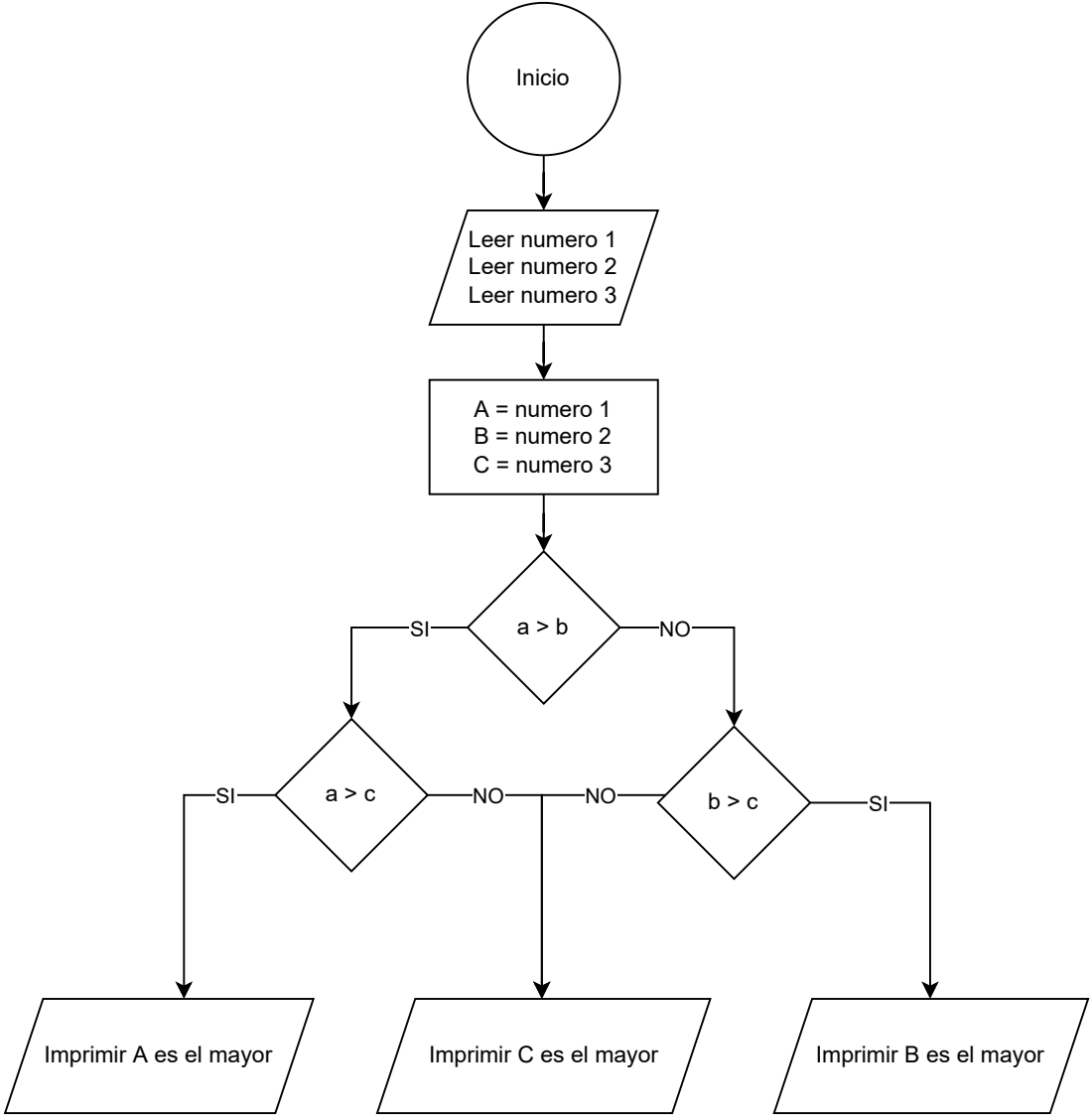


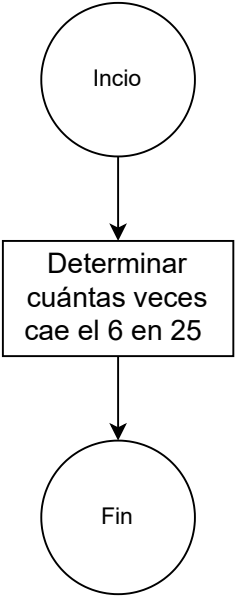
List
Leer el numero Numero modulo 10 es igual a 4? Si: Imprimir "Termina en 4 No: Imprimir "No termina en 4



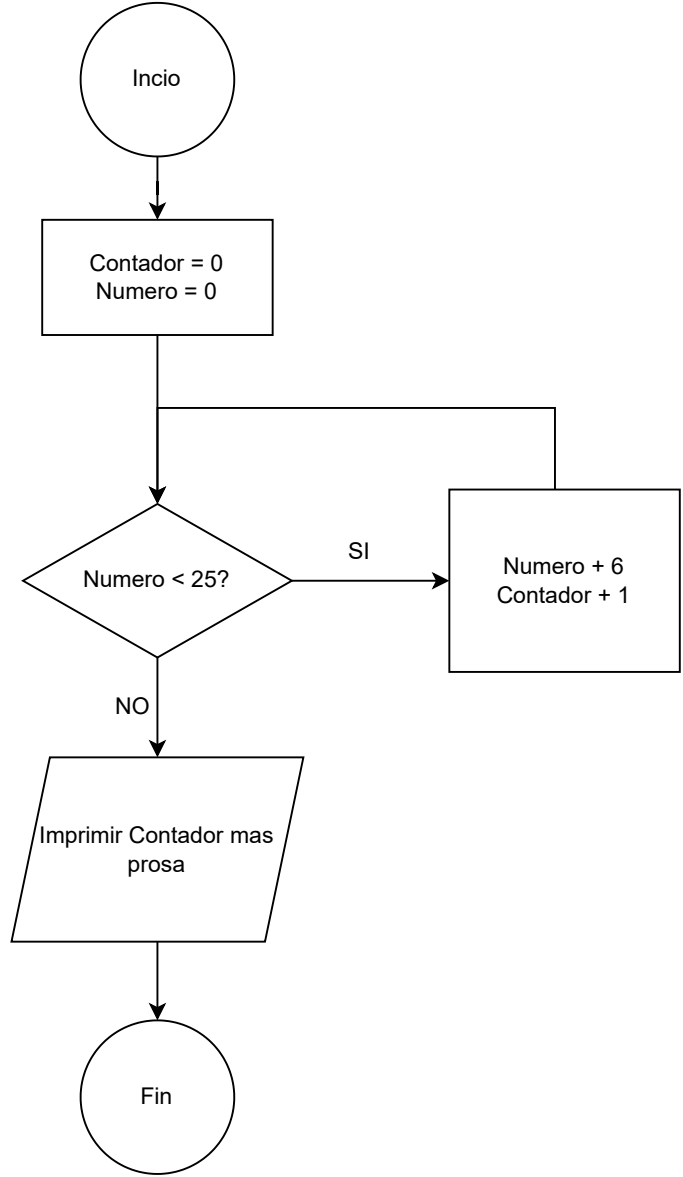


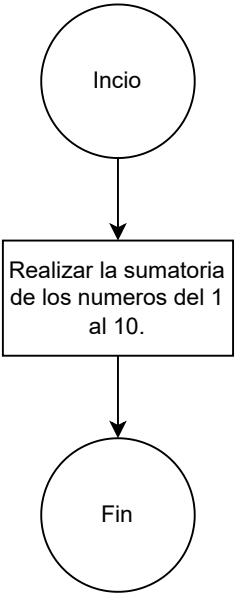
List
Leer numero 1
Leer numero 2
Leer numero 3
Almacenar numero 1 en A
Almacenar numero 2 en B
Almacenar numero 3 en C
a > b?
Si: a > c?
No: b > c?
a > c si: Imprimir a es el mayor
No: b > c?



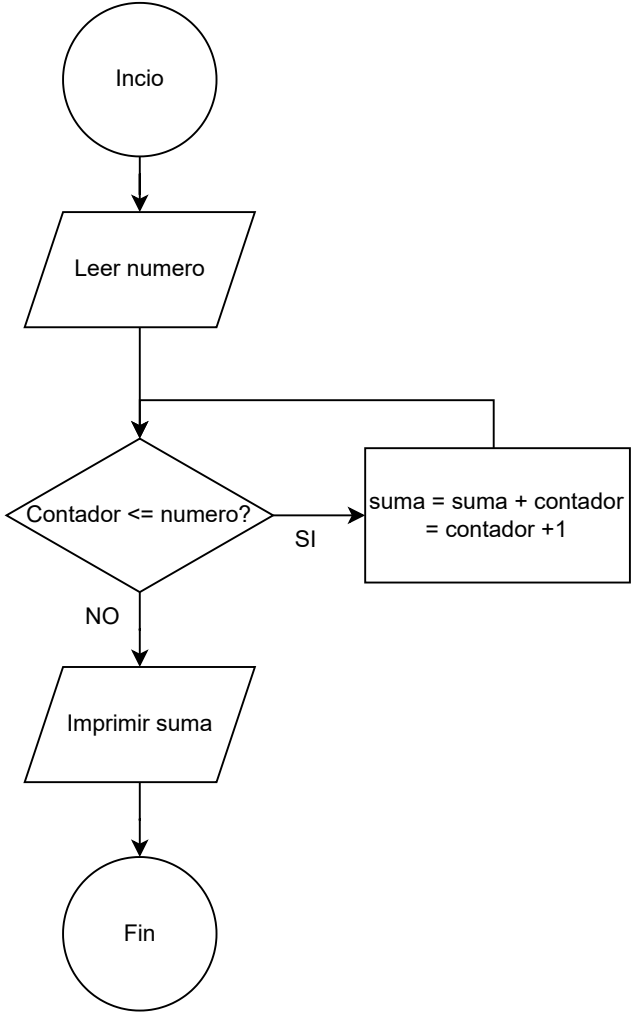


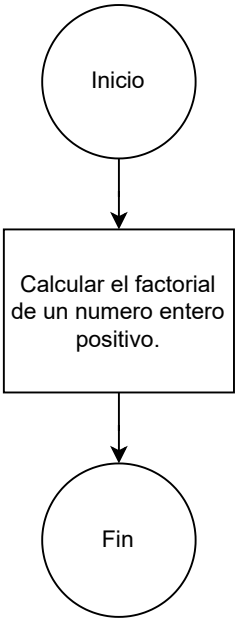
Pseudocodigo
Contador = 0 Numero = 0 Mientras Numero sea menor a 25, sumar 6 a numero y sumar 1 a Contador. Imprimir Contador mas prosa.





Pseudocodigo
Leer numero Suma = 0 Contador = 1 Mientras contador sea menor o igual que numero, sumar contador + suma e incremente contador. Imprimir el resultado de la suma





Pseudocodigo
numero factorial = leer el numero Por cada interacion del 1 al numero factorial, calcular (numero factorial * iterador), y aumentar el iterador por 1. Imprimir el resultado del numero factorial.