

d (playergamic) & playerski playersiste == PST_DCAD) playerski playersiste = PST_REBORN, romest (playerski frags.0 acontiplayerski fragsi);

P SetupLevel (gamespisode, gamesia), 0, gameskill;

nemset (mousebuttons, 0, sured)mousebuttons nement lineattons, 0, sirerlineattern)





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> isage, "Kis is turbo" player namentili Figuratic > BACKLPTICS (consistency librally and accountancy) Error Consistency biture the should be full.

Centrologic

Bienvenido - Welcome - Witam

// set the sky map for the epende

consistancylillbuff = playerslid mo-ye continue (hulli-lyonsteans)

If (physical) count buttons & BT_SPECIAL!

1996 – Primer ordenador y primera LAN (coaxial)

1999 – Universidad de Málaga y Linux Málaga

2001 - Investigación en la UMA

- Cluster de computación masiva
- Servidores y hosting
- Mercados bursátiles
- Beca Neurociencia en New York

2005 – Axargua (Adquisición de datos industriales)

2008 – Pontgrup Correduría de Seguros

2011 – Bética fotovoltáicas (Adquisición de datos para Red Eléctrica España)

2012 – Centrologic

Juan José Soler Ruiz

2001 – CFGS Administración Sistemas Informáticos

2003 – Primer premio en el concurso "Javier Benjumea" - Adquisición de datos con Visual Basic

2003 – Montaje y configuración de: "Cluster Heterogéneo de Computadoras" bajo SO Red Hat 7.2.

2005 - STEA Telemática

- Desarrollador y analista de sofware

2007 - Primer CRM en PHP

2010 - Bética fotovoltáicas

- Administrador de sistemas
- Desarrollador y analista de software

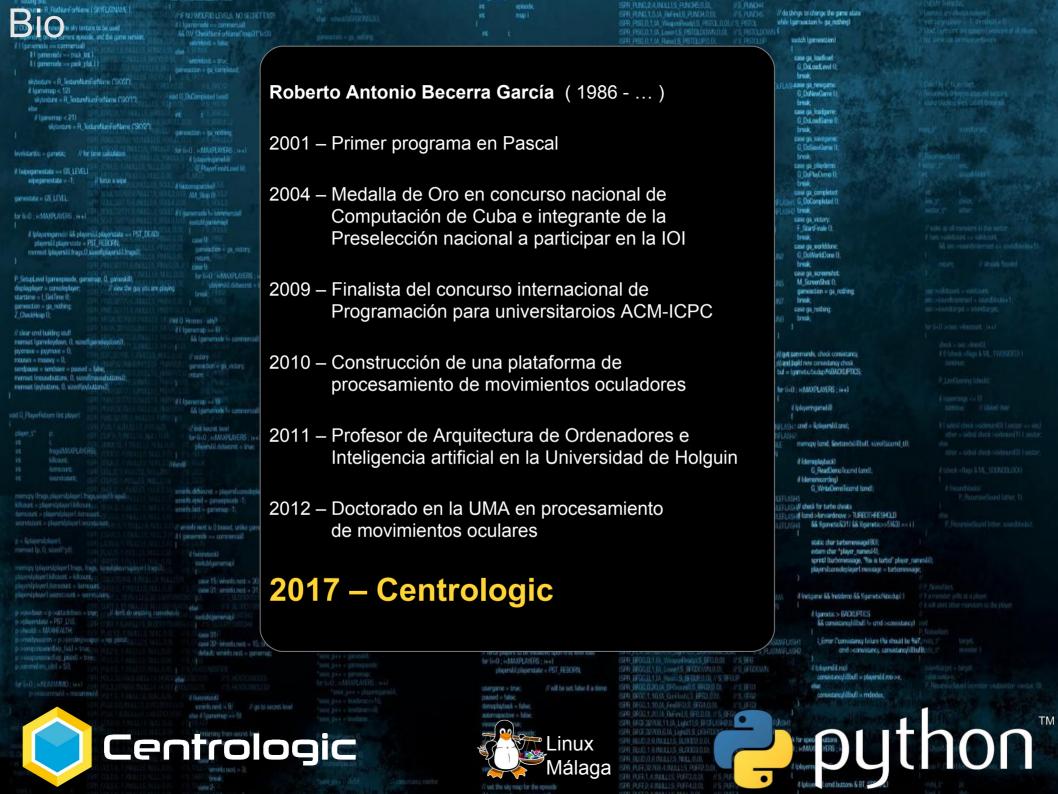
2010 - Opositometro (Desarrollador web)

2012 - Centrologic











Historia

if (skill > sk; nightmure)

Linux Málaga

Junio 1998 (Campus Party '98)

Mayo 1999 (Legal)

Noviembre 2003 (Final juvenil)

Y nuevo comienzo

Meetup

Contacto

674 inscritos y 17 eventos celebrados

@linux_malaga

5 eventos programados en 2017

www.linux-malaga.org

Centrologic

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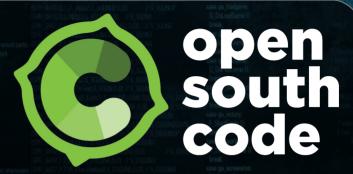
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Edicción 2017 - MAYO

Sábado día 6

- Stand específico
- Posible catering



Año 2016:

16 charlas y 5 talleres

Año 2017:

40 charlas planificadas

Centrologic





I Error Consistency belong the should be had

Vor spoil Stations Uttnon

Viernes día 5

- 3 salas (aforo 25 personas/sala)

- 40 charlas (8 charlas por sala)
- Mesas de exposiciones

skyflatnam - R Flathamf orName I SKYFLATNAM I "If do things to change the game state ISPR PREDITA Wisportholds PERTA DOL/S PETTA WISPR PRODUCT A Louis S PETTA DOMO / while (garreaction is ga nothing) #DOOM distarraces the sky testure to be used && IV/ CheckbarsForframe/"mas3T14:000 depending on the carriers episode, and the game servior uwich (gamenation) I framemote as commerciali 11 pameroods puck tot 1 ISPR PSG 1.00 FerPicial S PETILS 0.01//S PSTU2 ISPR PSG 2.4 NAULIS JETICA 0.01 //S PSTU3 ISPR PSG 1.5.04 RAPINES PSTUL 0.01 //S PST case ga_loadlovel It (gamemode --- pack plut I) G DoLoadLevel () setunction of complete break S. ResumeSound I skytesture - R. JostureNamforNova (150/31). Lease da rewgatte if forming < 121 G DoNewCome II skytesture = R. Teoparelium forName (190717). bresk SPR SHOULD A BANKS STANDED OF SEARCH SPR SHOULD A BANKS STAND OF SHOULD STAND STAND OF SHOULD STAND STAND OF SHOULD STAND OF S case ga loadgame if tokil > sk:nghtmarel if (garnima) < 21) 6 DoLoadGame I del - sk nightmare: signature - A. lestureNumForNava (SKY21) // This was quite mosey with SPECIAL and commented parts. byelstartic garatic // for tare calculates // Supposelly hocks to make the latest edition work. 4 (playerngame(d) G PlayerFeeds, avel (d) case ga playdemo: If it might not work properly. If take owny cards and staff Invogamentate - GS_LEVELI G15 MILLIS SOUNDOUL WE SOUNT G0.7 WILLIS SOUNDOUL WE SOUND wperamentate = -1 // force a west 19900 restods - 1 case go completed gamentate a GS LEVEL G BeCompleted 0) break for lint in MAXPLAYERS (in a) case ga victory. if lephode s 41 F. StartFaule III d (playernamel) && playerski playerside == PST_DEAD) playerski playerside = PST_REBORN, normat (playerski frags. 0 savoliplayerski fragsi); break case ga_worldtone that if I gamenode -- shareward: SR SH20.7 (A, Ferbiosparius 5,090 Act.0.0). //9.5 sode > 1) (SR SH2.17,043.LLS 050.W.0.0). //5 050.841 spicole = 1; // only start spicole 1 on sharware. ISR 3452.27 (A. Chru3Hshall S,050.RS.0.0). //5 050.841 G DeWorksDone U. hysk Hernode > 11 case or screenshot P. SetzpLovel (gamespinode, gamespino), 0, gameskill; M. ScreenShot D. displaybayer a consoleplayer If view the gay you are playing garvaction - ga rething startime - Lietime () break gameration - ga nothing If legwode > 30 Z. CheckHosp II: tresk (i clair and building stuff menter (compleydown (), suppl compleydow | Set gard Wast commands, shock consistancy, trousex = mousey = 0; : (/Land build new consistancy check sindpasse = sendsave = posted = false; bul = (gametioticsup/NEMEXCLIPTICS minuset (mousebuttons, 0, surcellmousebutt menset (induttors, 0, sirerfloxbatters)]; yad G PlayerNeborn (int player) dalilladi. siyeoltaami 10. d Idemoplayback) G ReadDenioTournd formal rescuencionatora - false # (demonscording) if thistperm It lake --- sk, nightmare 6% gameskill is sk, nightmark) MSC 1.03A, Parinol S. MSSCE 0.01. /// S. MSSCE 0. G WriteDemolicond Lond: (SPP MS 22760.31A Light IS MSSLEFLASHD III // S MSSLEFLASHD SPR MS 237694.MLLIS MSSLEFLASHD III // S MSSLEFLASH dock to tuto docks wmmts.eperl = gamesgesode smire last - garrenge -1: ISFR MASE 2077/0.4 IA Light 21/5 MISSE EFE ZONI 0.01 U.S. MISSE EFE ZONI formardinore > TURBOTH ESHOLD 88 (gametic831) 88 ((gametic>>5)83) ==+1 mobinfolMT_BRUSERSHOTLapard = 20*FRACINIT_ FERT MISE 22771 ATA Light21S_LESHEDONE_ILEL. VIS_MISSILEFLASHE static char turbomessage(80); moberfulMT_TROOPSHOTL (peed = 20"FFACUNIT; extern char "player names[4]; else if Isliki I- sk_nightmane SS gemeskik == sk_nightmane) ISPR SWW0.2 t. In Pisinel S SWW1P0.01 ... // S ISPR SWW0.0.4 (A. Switz SWW2.0.0) // S SWW1 sprint (turbomessage, "Kis is turbo" player_names\(\)ill players/consoleplayer/message - buttomessage; for G.S SARG RUN1 : icoS SARG PAIN2 : 1++1 4 Instance && Instrumo && Koarretic/Michael 1 OMT_BRUSERSHOTLupeed = 15 FRACUNT; mobjefolMT HEADSHOTL speed = 10*FRACLINT Figuretic > BACKLIFTICS moderate(MT_TROOPSHOT1 speed = 10*FRACUNT; surich movemen light transport from the light transport from Limit Consistancy failure (Na should be Nail) made to enviolementancy, consistancy of builty for lind : MAXPLAYERS : 1++1 d totaverstil mol placershil playerstate - PST REBORN consistancylillbuff = playerslif mo-sic If will be set false if a device LISHINGSON) - Trust consistancy/illbuff = mdnosx; counted - fulsion demoplayback - false automapactive a false. verwealive - thus If check for special bottons for (i=0 ; i=MAXPLAYERS ; i++) gemeskill - skilt d (playernganefill) rewactive - titue. # (players) I cond buttons & BT_SPECIAL! // set the sky map for the ephode







¿Quién? ¿qué? ¿por qux! ¡pldzo1oaxd? ¡xadfsl! #\$a

Guido van Rossum

Centrum Wiskunde & Informatica (Paises Bajos)

Finales de los '80

Humoristas Monty Python

1991 :: 0.9.o (PZÑsfa)

pofpd :: f.w (pzosñasf)

asdf1f :: p.ñ k p.j

fasf :: fjf.asf y faf.a (Jfalskf)

fdfda:: 2.Z

fkaq::X.Y



Lenguaje interpretado

Sintaxis favorf fdljf

Masfd Ikasdf aer

Tsad Ikjafqknba

Piflanewer => FYA











Tentrologic

Problema

lista = [1, 4, 3, 2, 5, 7, 2, 9, 8, 7, 8, 1]

Crear una función que retorne los cubos de los elementos impares de la lista.





resultado = []

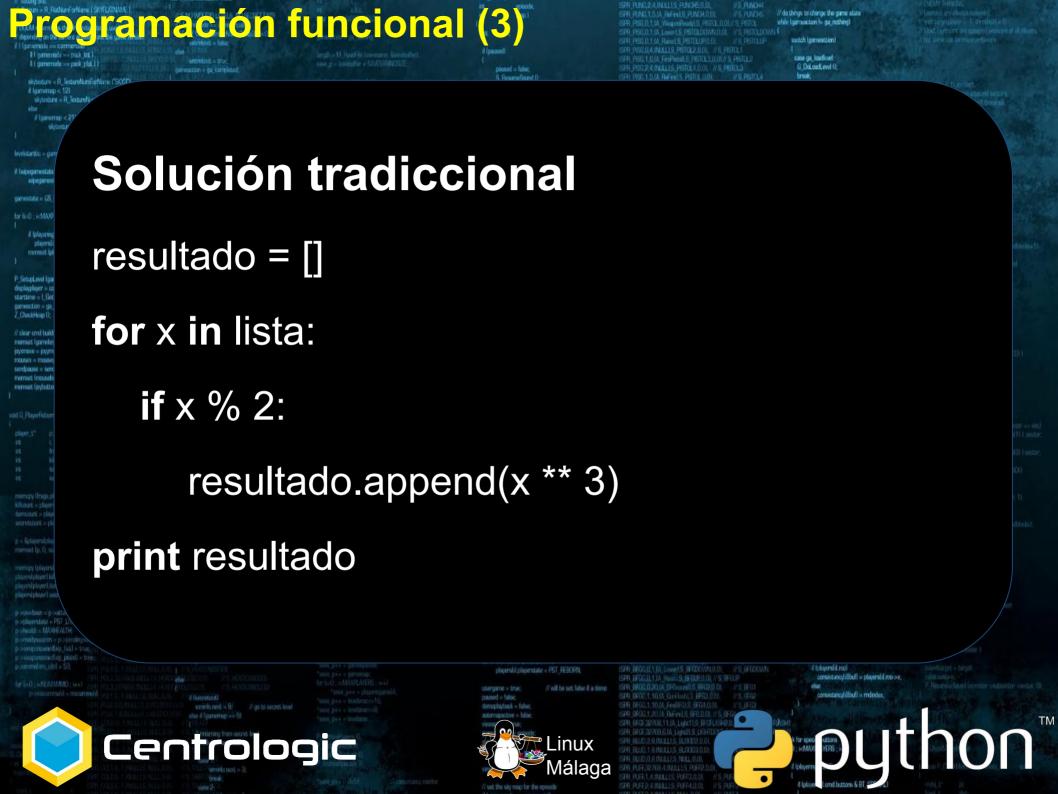
for x in lista:

if x % 2 != 0:

resultado.append(x * x * x)

print resultado





Utilizando generadores **def** impares(lista):

for x in lista:

if x % 2:

yield x

resultado = []

for x **in** impares(lista):

resultado.append(x**3)

print resultado





Tentrologic

def impares(lista):

for x in lista:

if x % 2:

yield x

def cubo(x):

return x ** 3

print map(cubo, impares(lista))

Utilizando map







ISPA PANAZANALIS PANOSODO, (S. PADOH ISPA PANALEJA JOÉNAS PANOSODO (S. PASTO ISPA PSEDILIA Wingcoffunda FISTALIDO (S. PISTALIDON (ISPA PSEDILIA Lumet S. PISTADIANADO), (S. PISTADIANA)

// do things to change the game state while (gamesction is ga_nothing) ; (

switch (generation)

Utilizando map+lambda

def impares(lista):

for x in lista:

if x % 2:

yield x

print map(lambda x: x ** 3, impares(lista))







ISPA PARAZAMALIS PINOSODI, //S.PAROH ISPA PARAZISTA, PAFRAS PINOSODI, //S.PAROS // ISPA PSEDITA Winporfunda PISTALDOV/S.PISTAL ISPA PSEDITA LOWELS PSTALDOVADOV, //S.PISTALDOVAL

// do things to change the game state while (gamesction is ga_nothing)

switch (generation)

case ga_loadicwl

def impares(lista):

for x in lista:

if x % 2:

yield x

print [x ** 3 for x in impares(lista))

Utilizando comprensión de listas





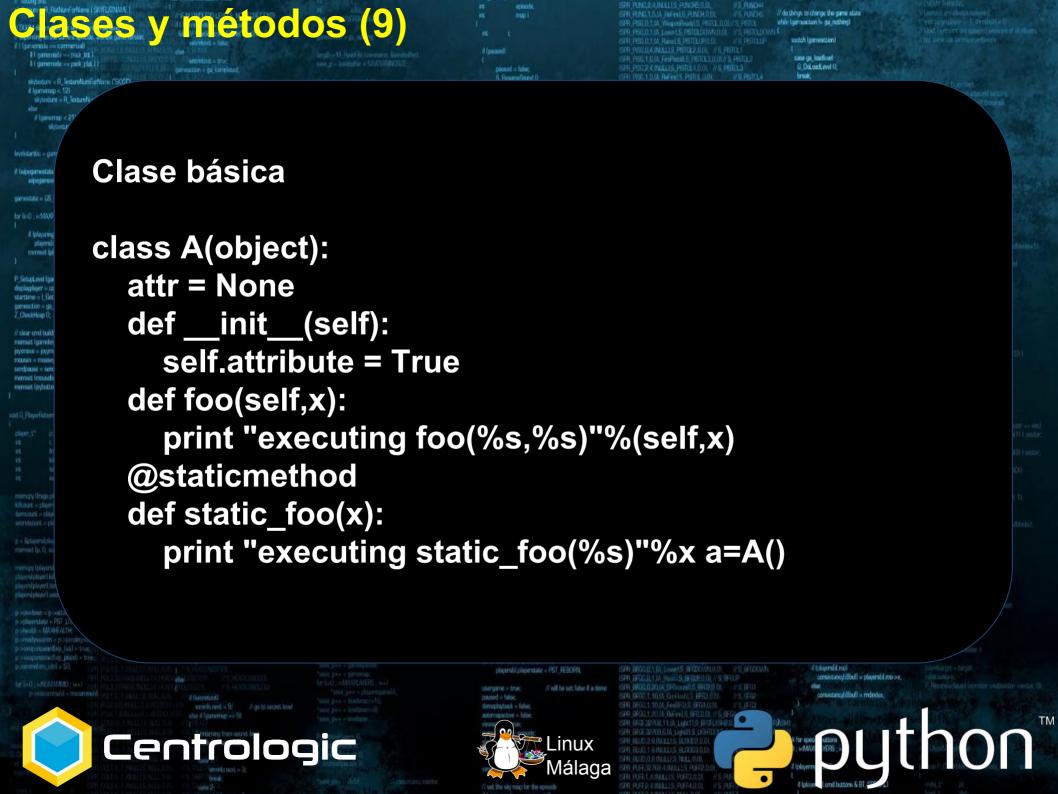


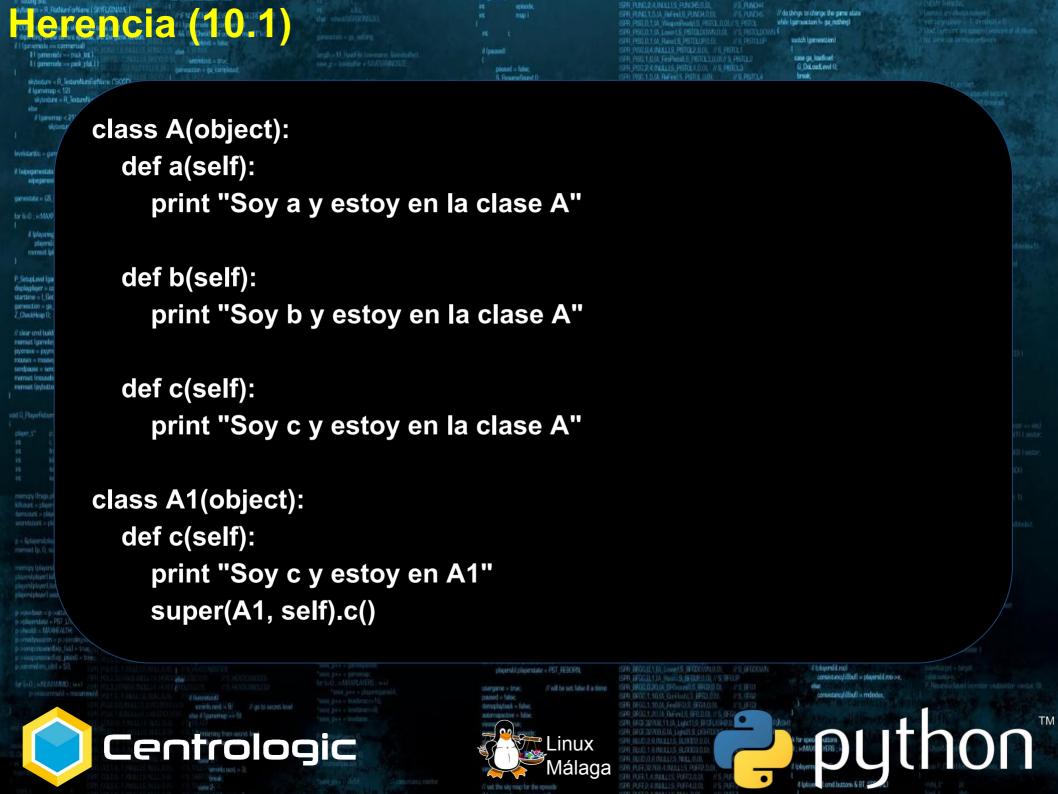


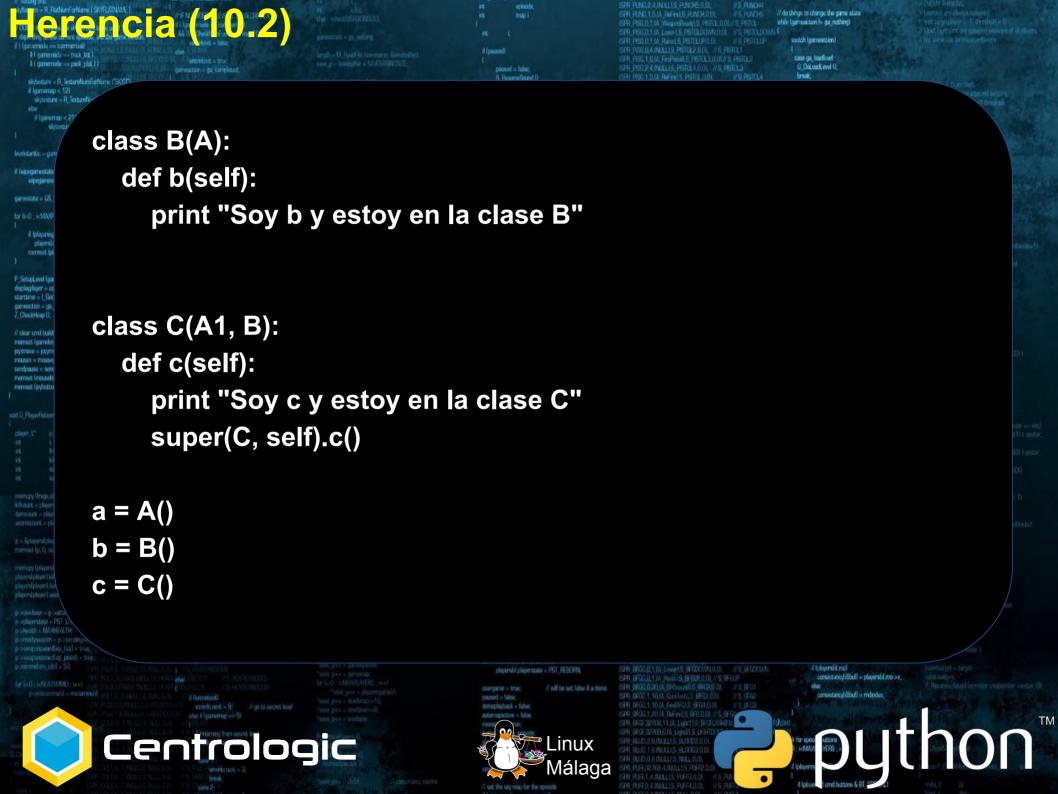
Utilizando comprensión de listas con filtrado

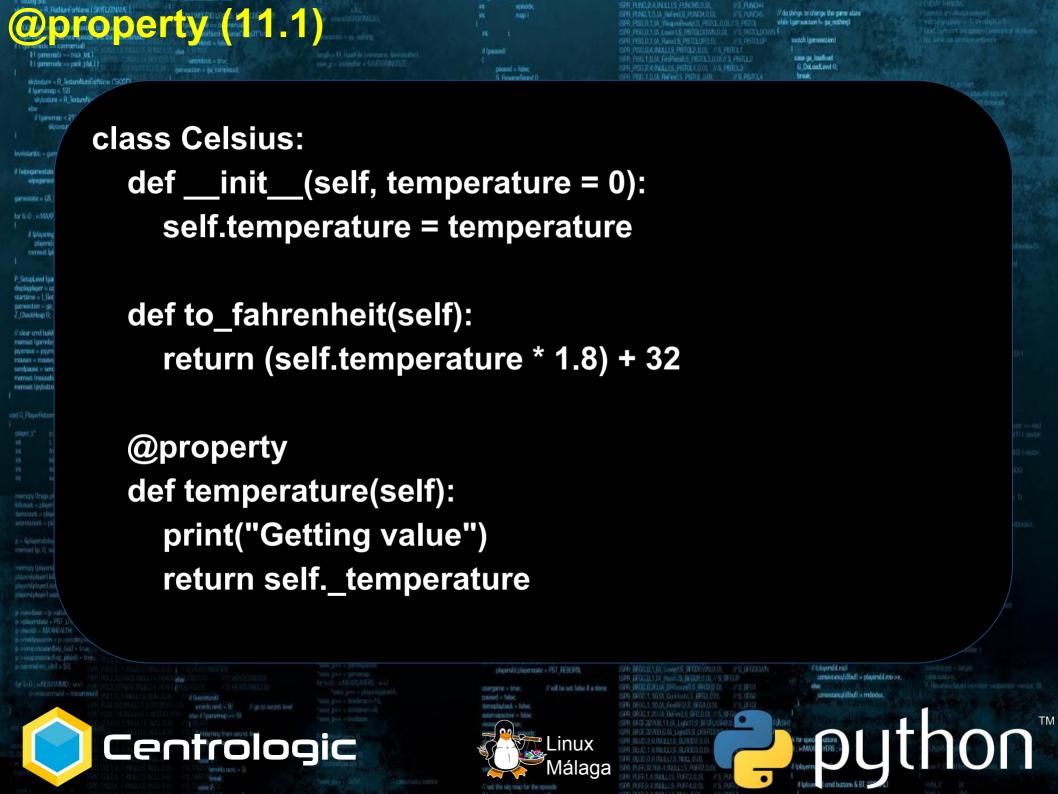
print [x ** 3 for x in lista if x % 2]











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case ga_loadsvet G_DoLoad.evel ();

@temperature.setter
def set_temperature(self, value):
 if value < -273:
 raise ValueError("Temperature below -273 is not possible")
 print("Setting value")
 self._temperature = value</pre>

c = Celsius()
print c.temperature
c.temperature = 2
print c.temperature
print c.to_fahrenheit()









SPR PSGLIA MANUS PROLEDOMANO. IS PRIO SPR PSGLIA LONG SPRIODOMANO. IS PRIO SPR PSGLIA NAMES SPRIOLOMANO. IS PRIO SPR PSGLIA NAMES SPRIOLOMANO. IS PRIOLISE SPR PSGLIA NAMES SPRIOLOMANO. IS PRIOLISE SPR PSGLIA NAMES SPRIOL

owitch (generation)
|
| case ga_load(ov)
| G_DoLaad(ov) ();

from os import listdir from os.path import isfile, join class Folder(object): def __init__(self, folder): self.folder_name = folder self.files = [f for f in listdir(self.folder_name) if isfile(join(self.folder_name, f))] def __getitem__(self, key): self.read_file(key) def get_files(self): return self.files def read_file(self, file): path_file = "{}/{}".format(self.folder_name, file) with open(path_file) as f:



print f.read()





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