

UNIVERSIDAD DE CUENCA

COMPUTACIÓN

Asignatura: Programación I

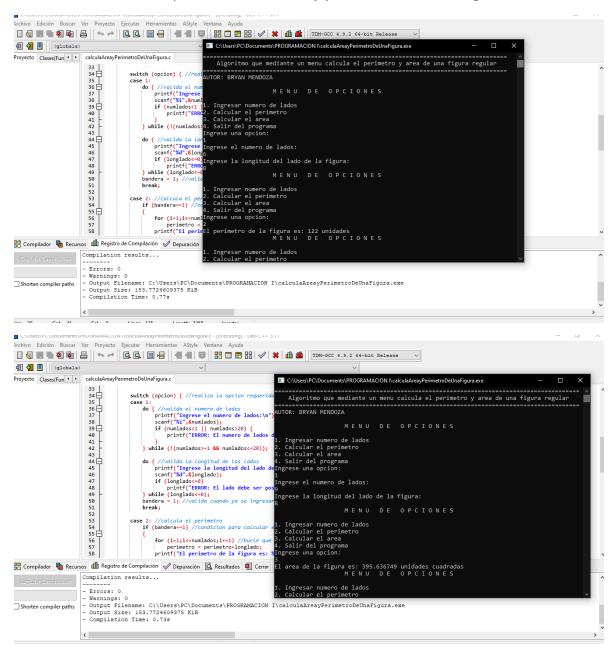
Docente: Ing. Otto Parra

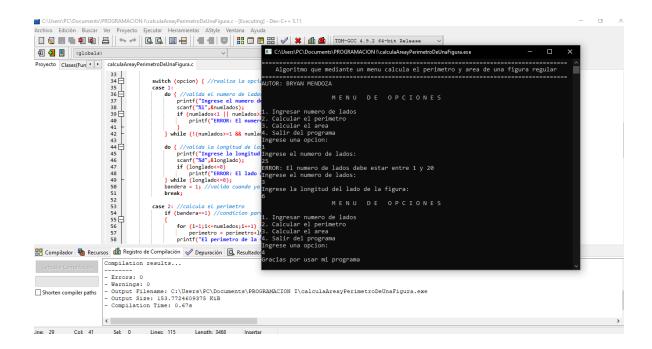
Autor: Bryan Mendoza

Fecha: 11/12/2022

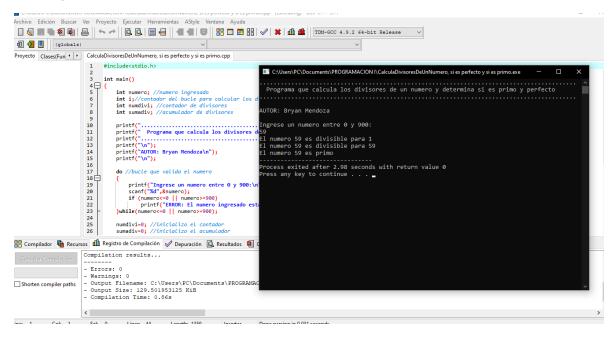
CAPTURAS DE FUNCIONAMIENTO DE LOS PROGRAMAS

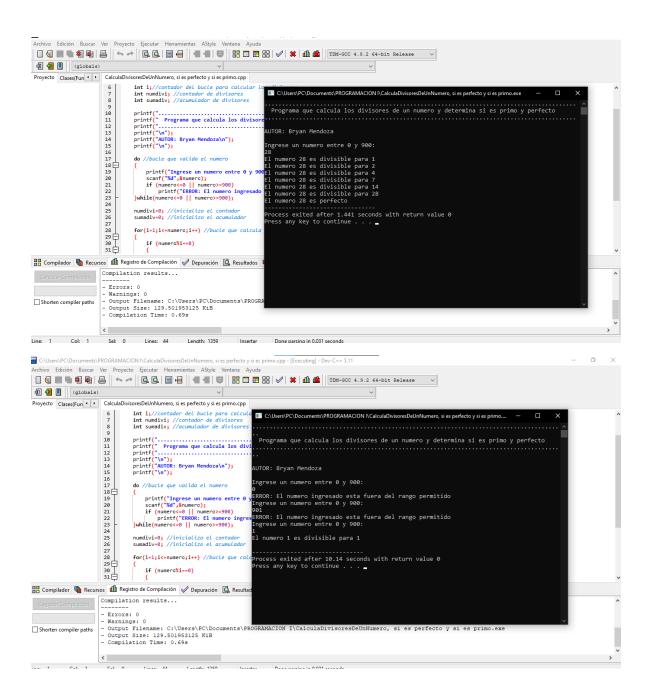
PROGRAMA: Menú que calcula el área y perímetro de una figura



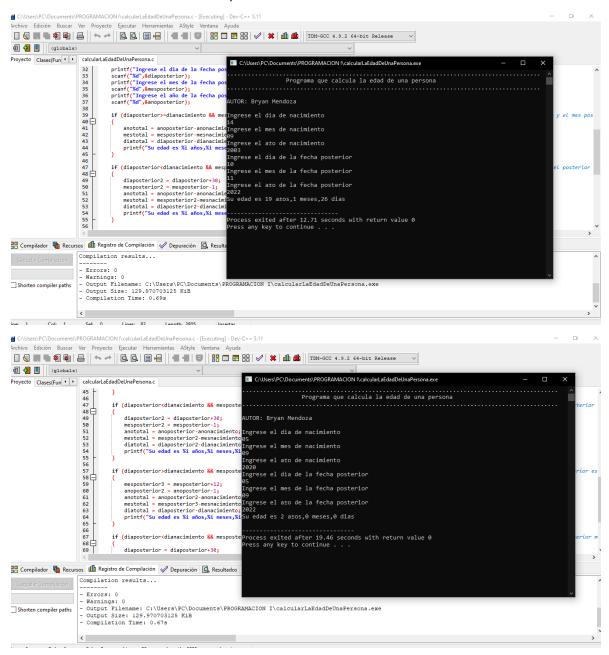


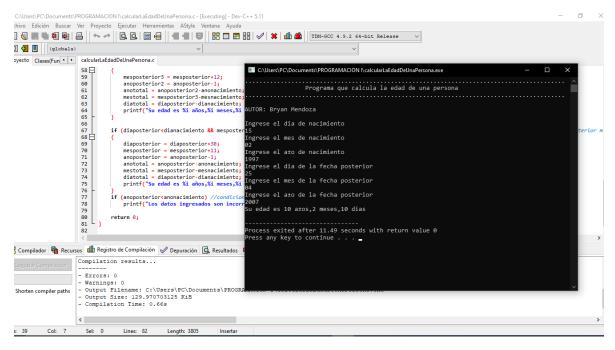
PROGRAMA: Calcula el número de divisores, si es primo y si es perfecto un número que de estar entre 0 y 900



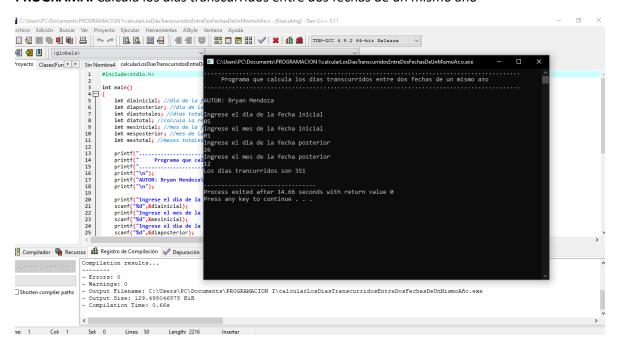


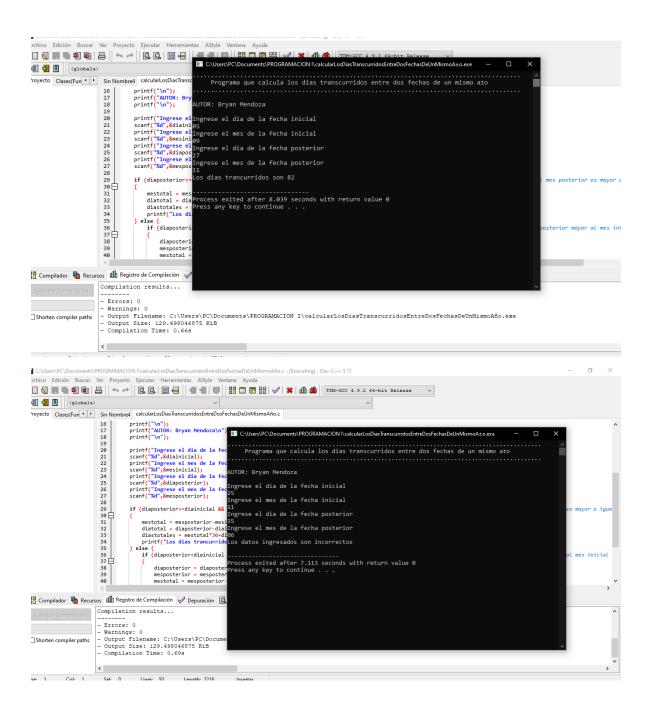
PROGRAMA: Calcula la edad de una persona



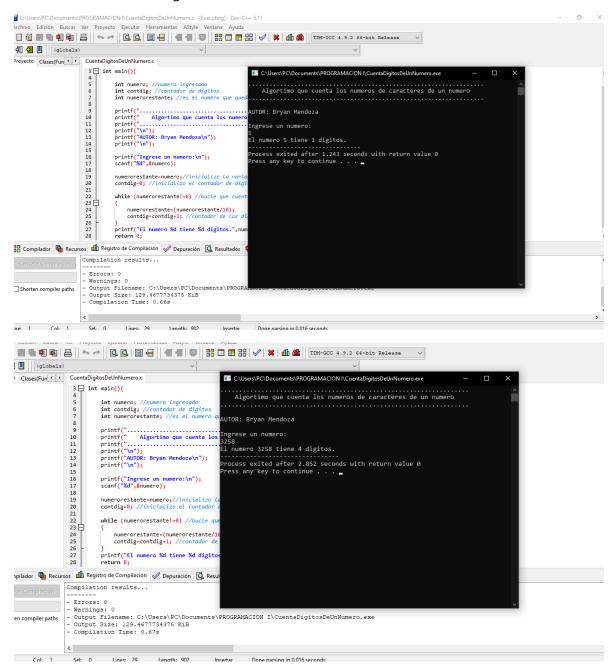


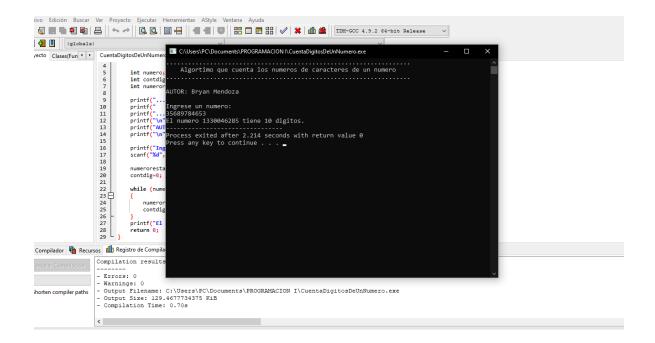
PROGRAMA: Calcula los días transcurridos entre dos fechas de un mismo año



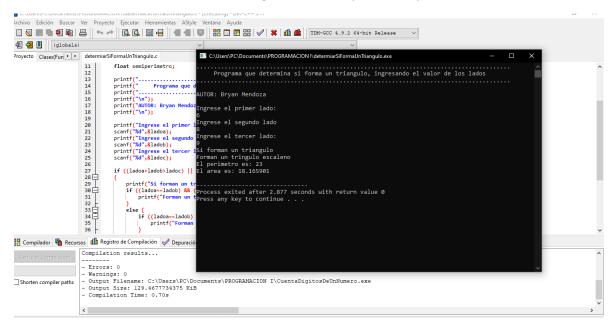


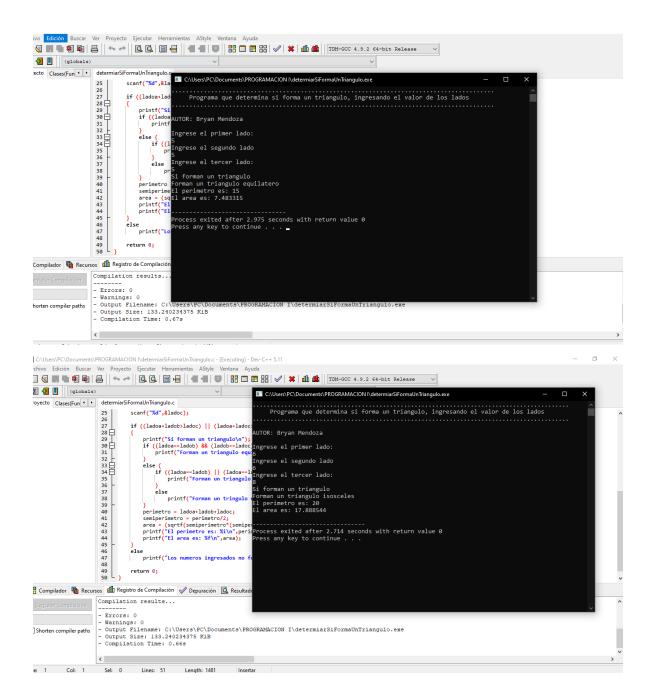
PROGRAMA: Cuenta los dígitos de un numero



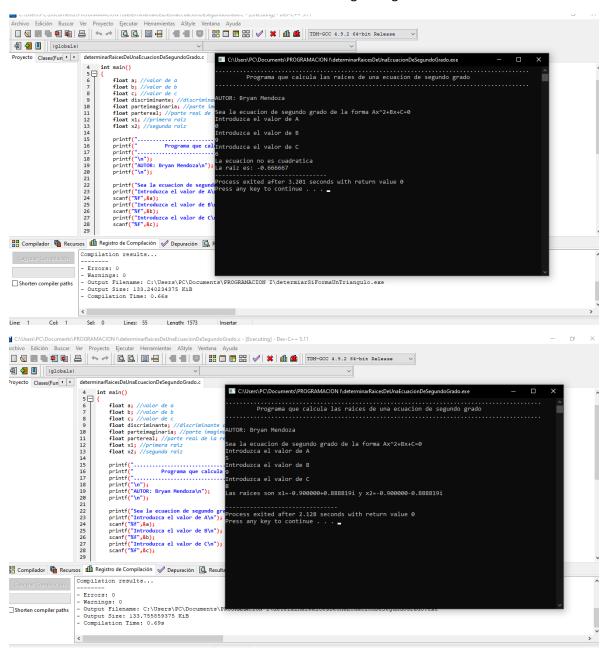


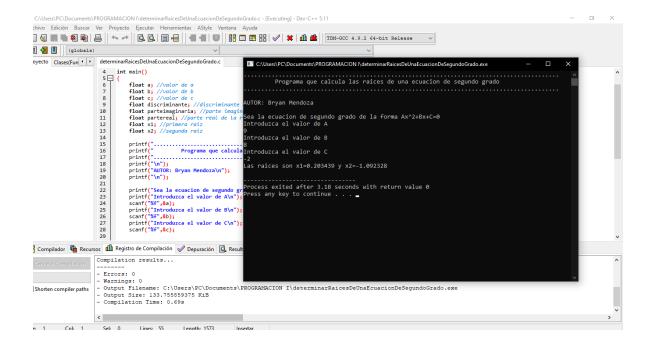
PROGRAMA: Determina si forma un triángulo, calcula el perímetro y el área.



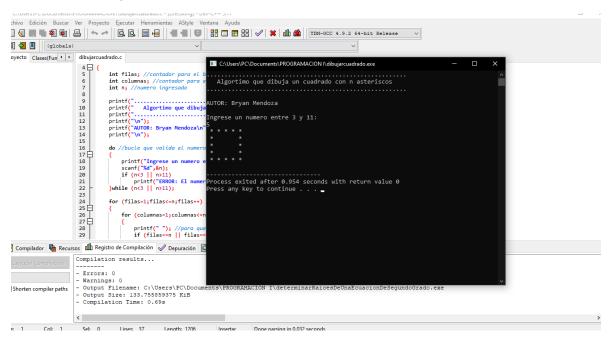


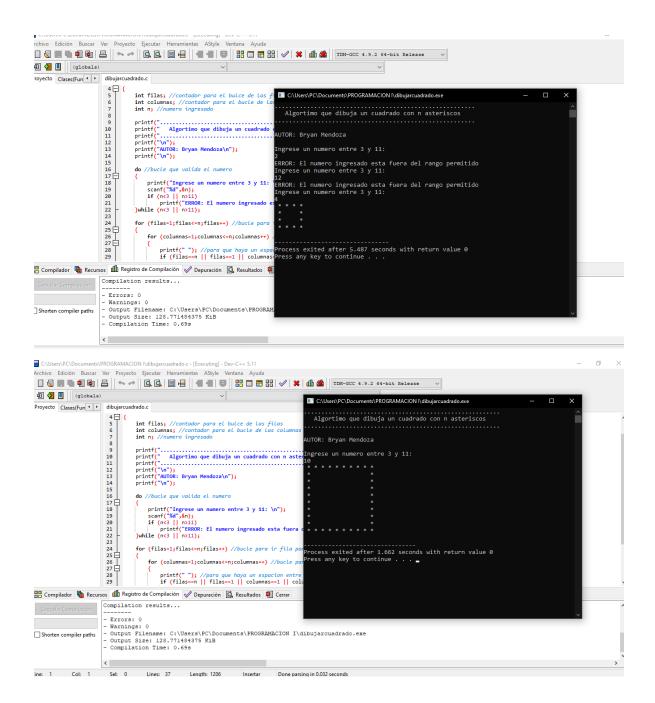
PROGRAMA: Determina las raíces de una ecuación de segundo grado



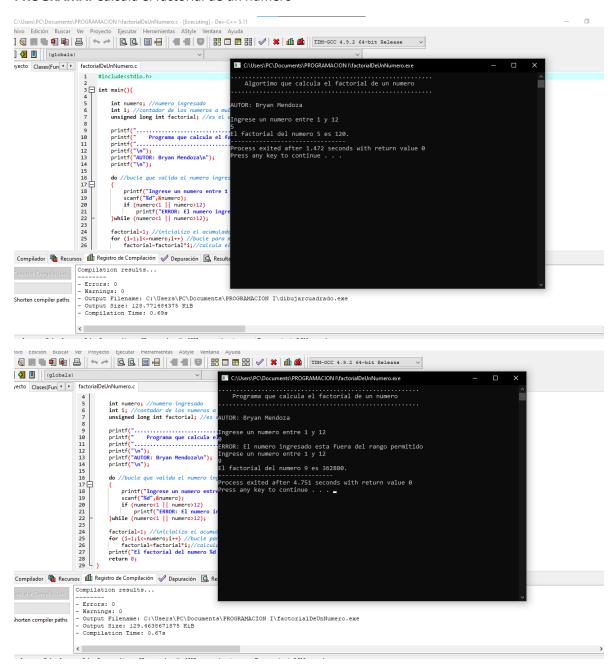


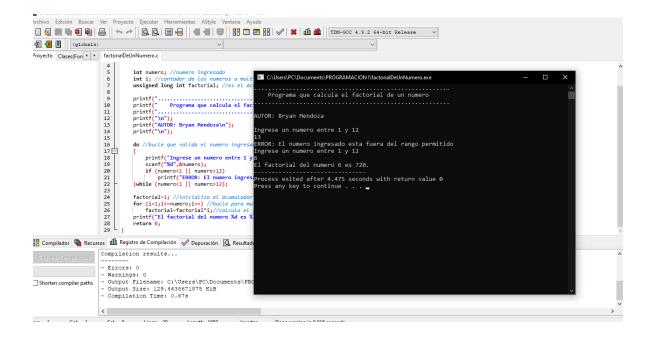
PROGRAMA: Dibuja un cuadrado con n asteriscos



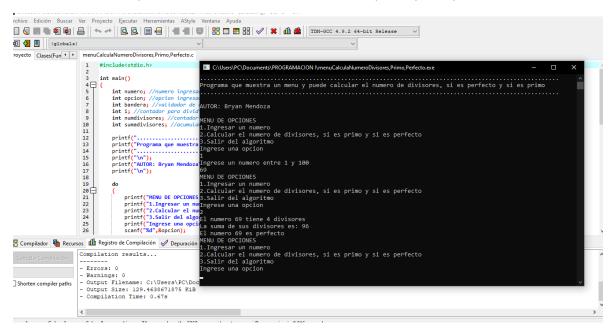


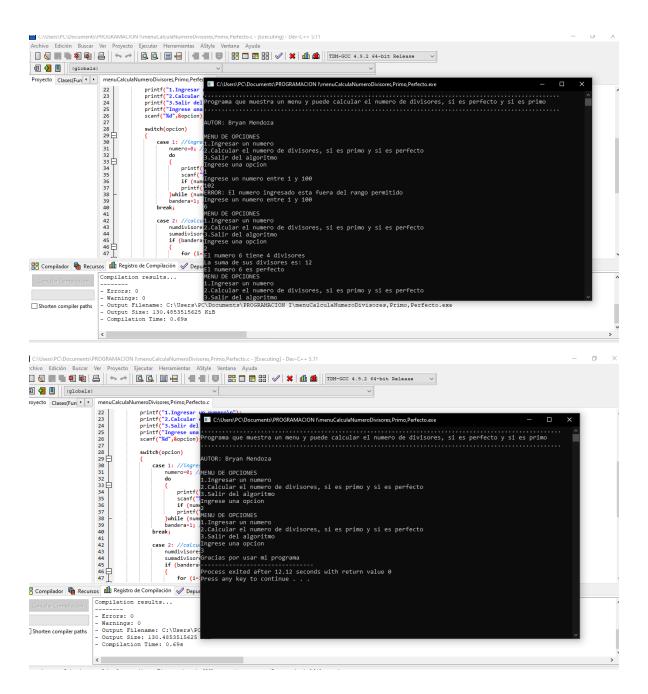
PROGRAMA: Calcula el factorial de un numero





PROGRAMA: Menú que calcula el número de divisores, si es primo y si es perfecto





PROGRAMA: Suma dos números positivos

