

**UNIVERSIDAD DE CUENCA**

**COMPUTACIÓN**

**Asignatura:** Programación I

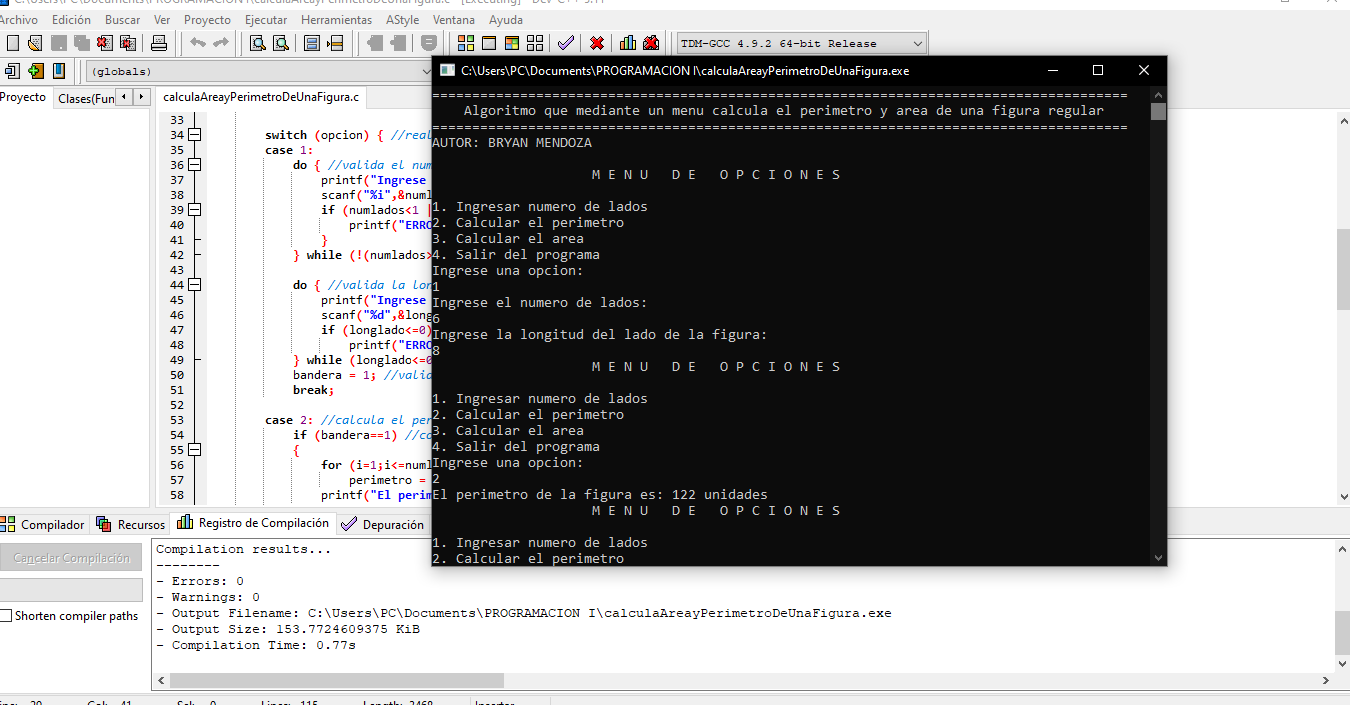
**Docente:** Ing. Otto Parra

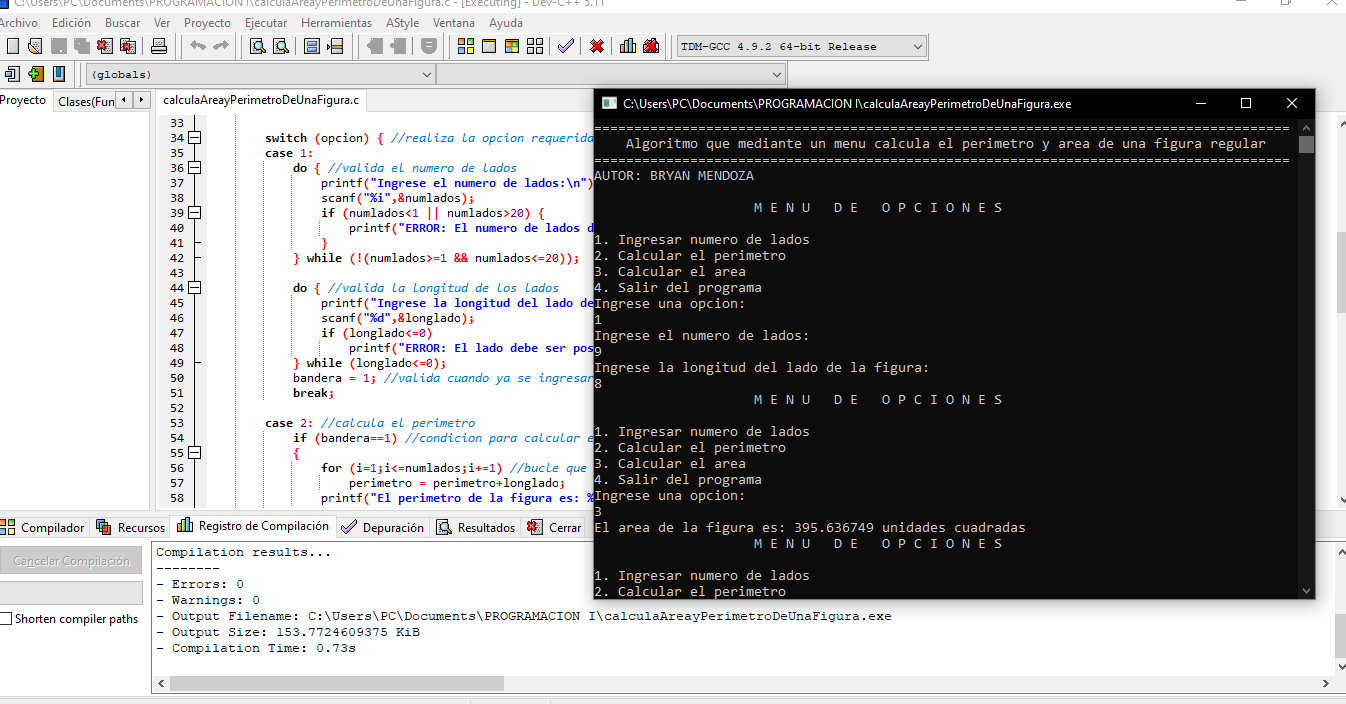
**Autor:** Bryan Mendoza

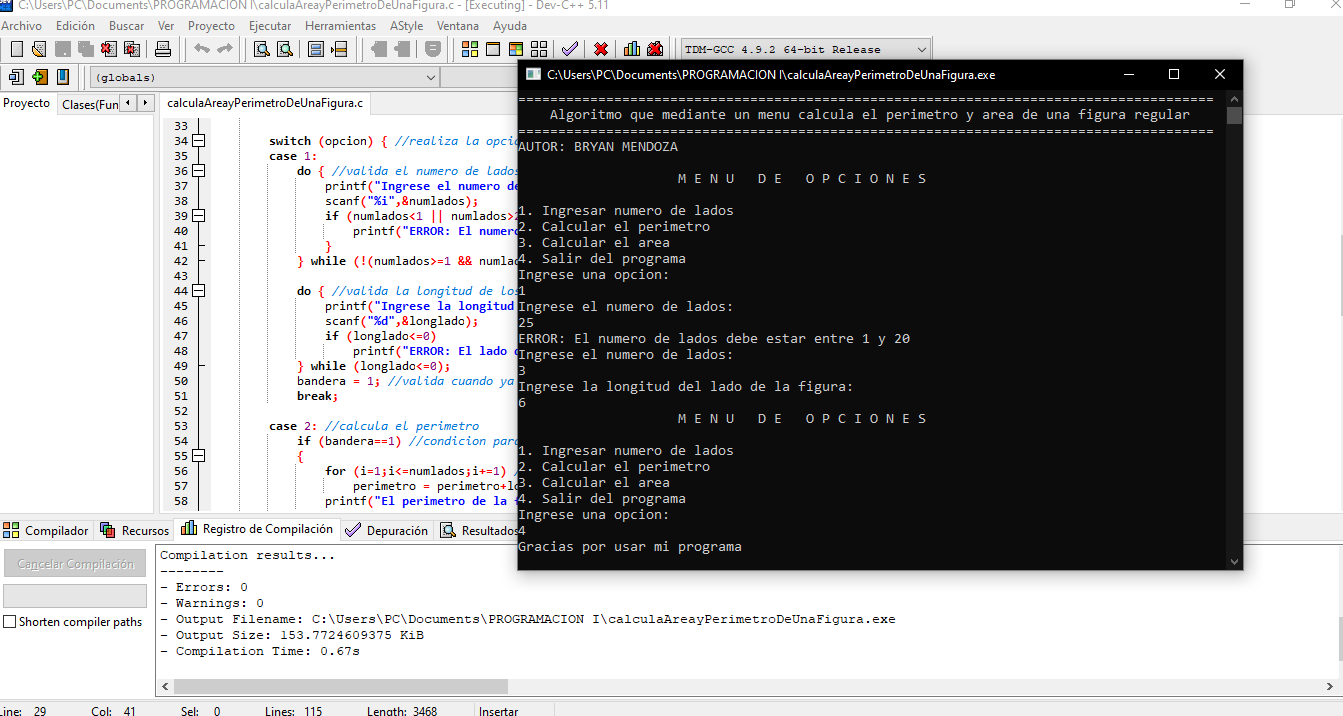
**Fecha:** 11/12/2022

**CAPTURAS DE FUNCIONAMIENTO DE LOS PROGRAMAS**

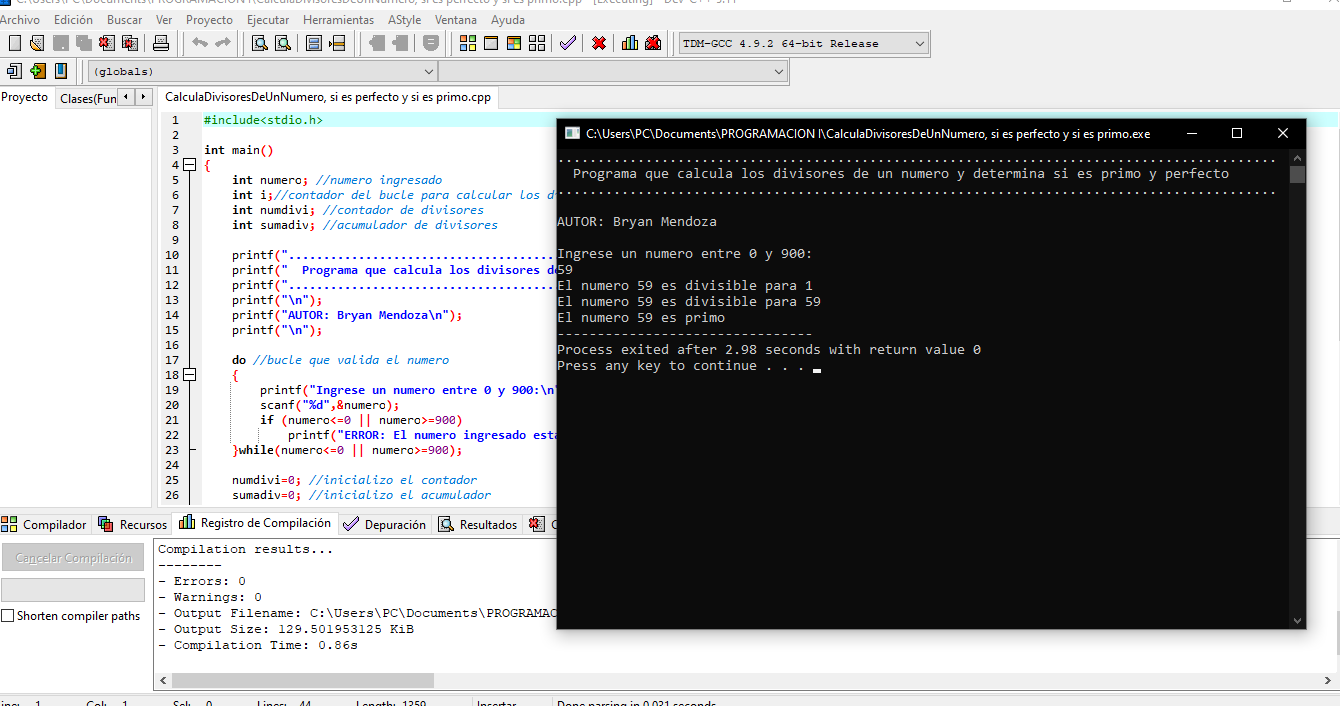
**PROGRAMA:** Menú que calcula el área y perímetro de una figura

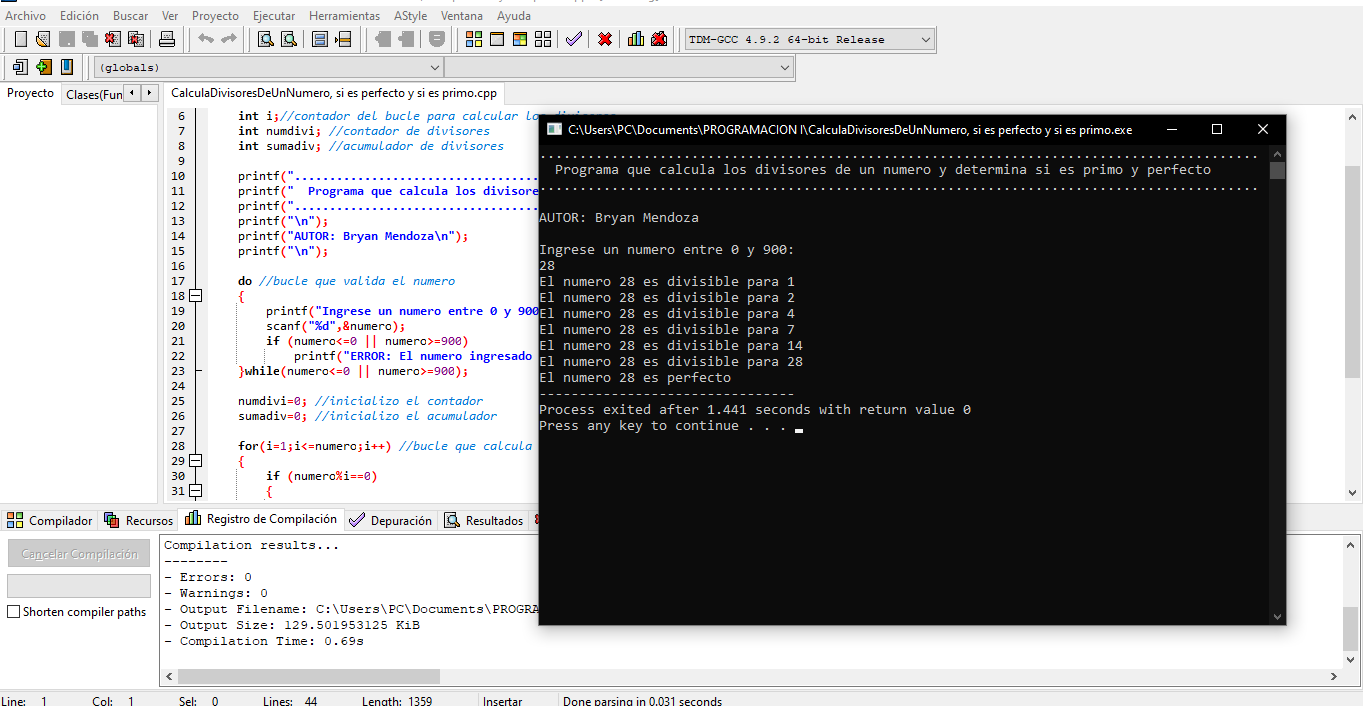


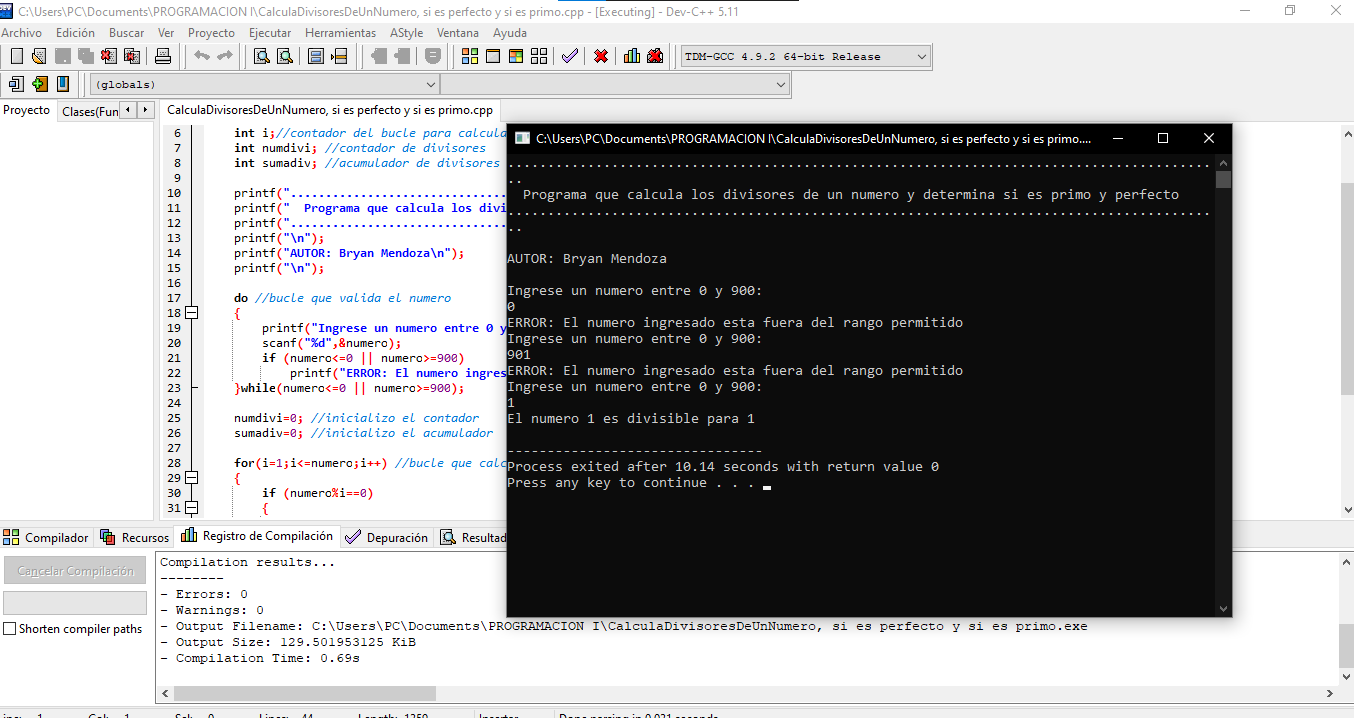




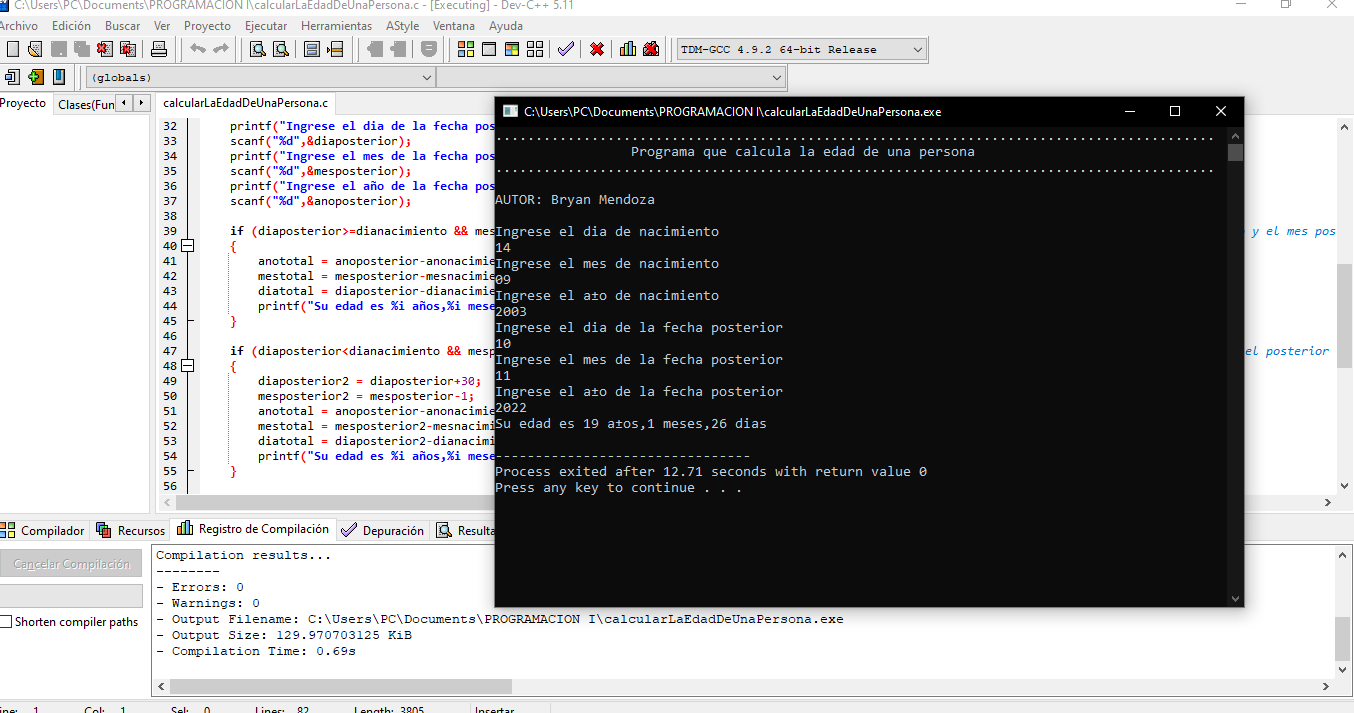
**PROGRAMA:** Calcula el número de divisores, si es primo y si es perfecto un número que de estar entre 0 y 900

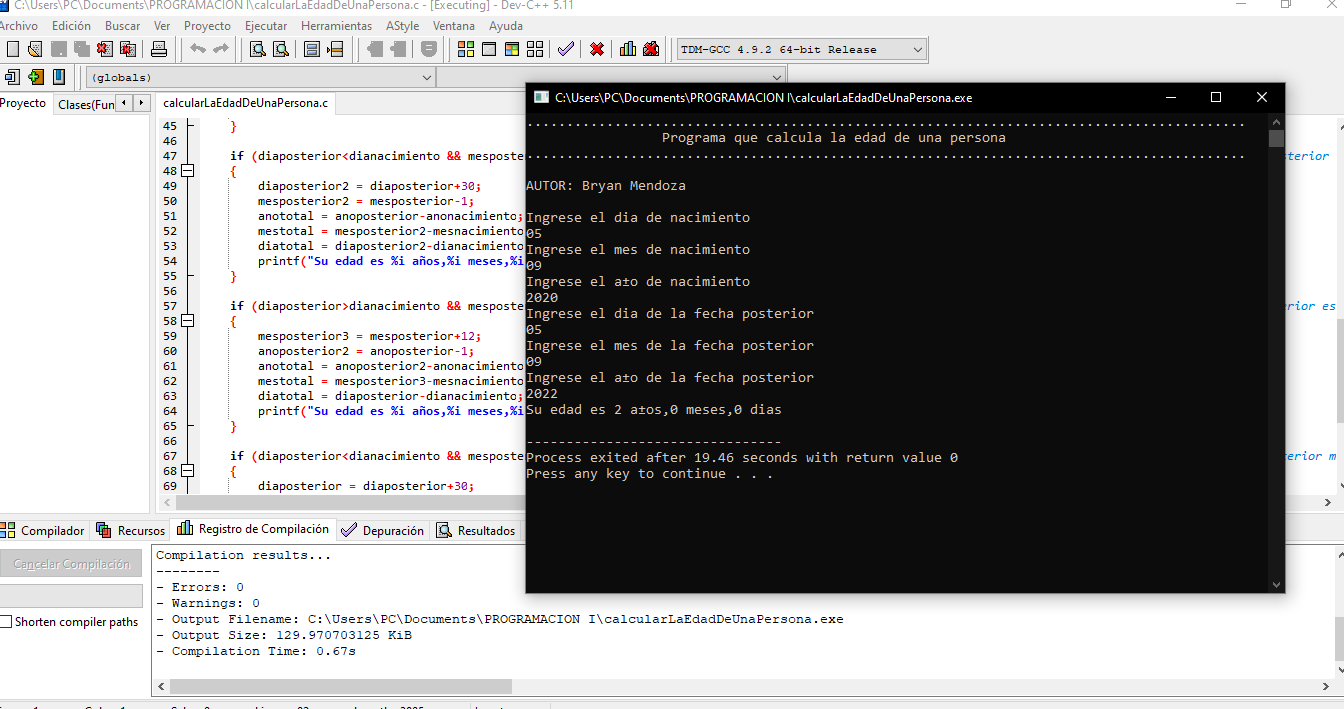


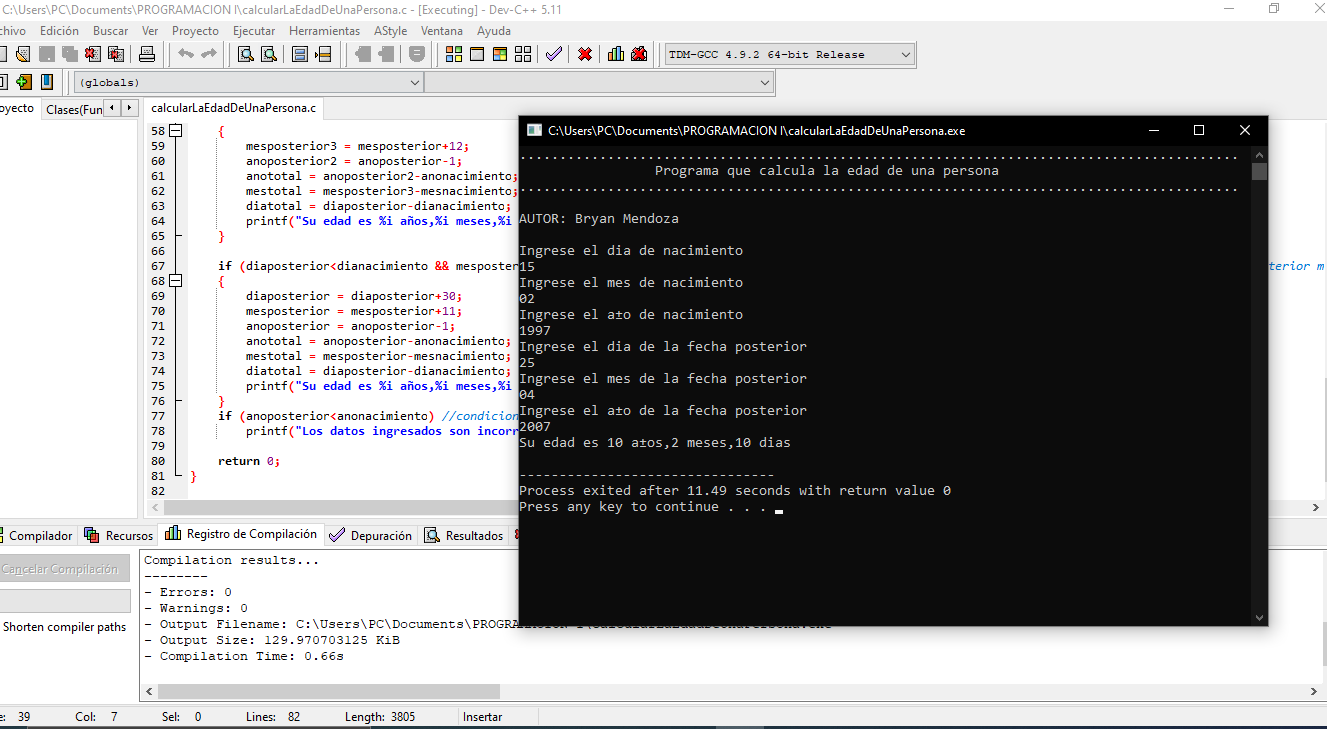




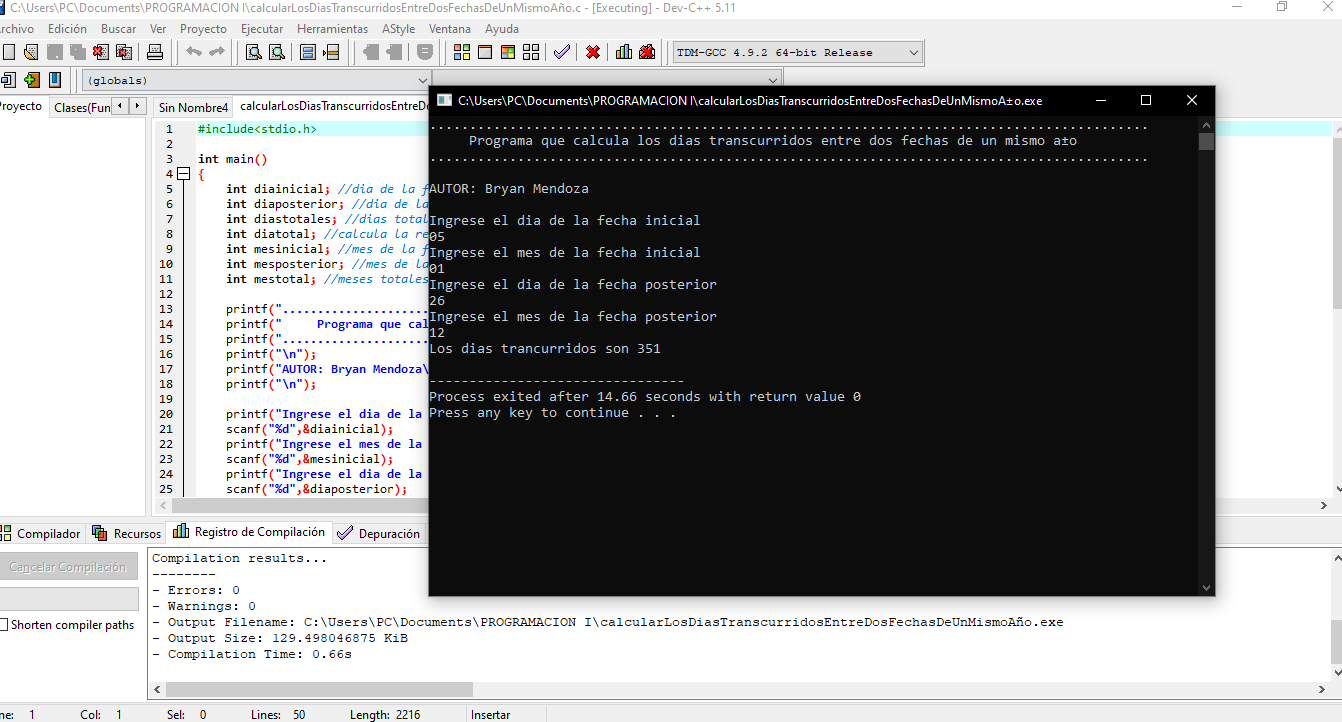
**PROGRAMA:** Calcula la edad de una persona

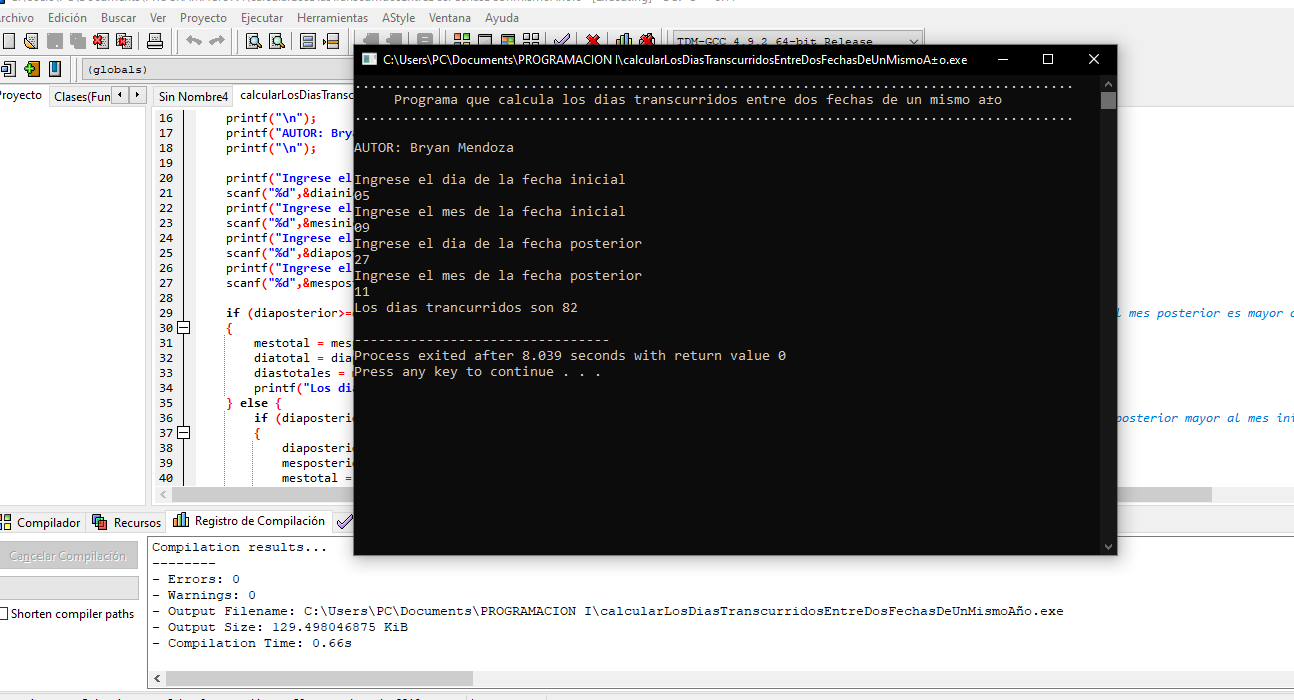


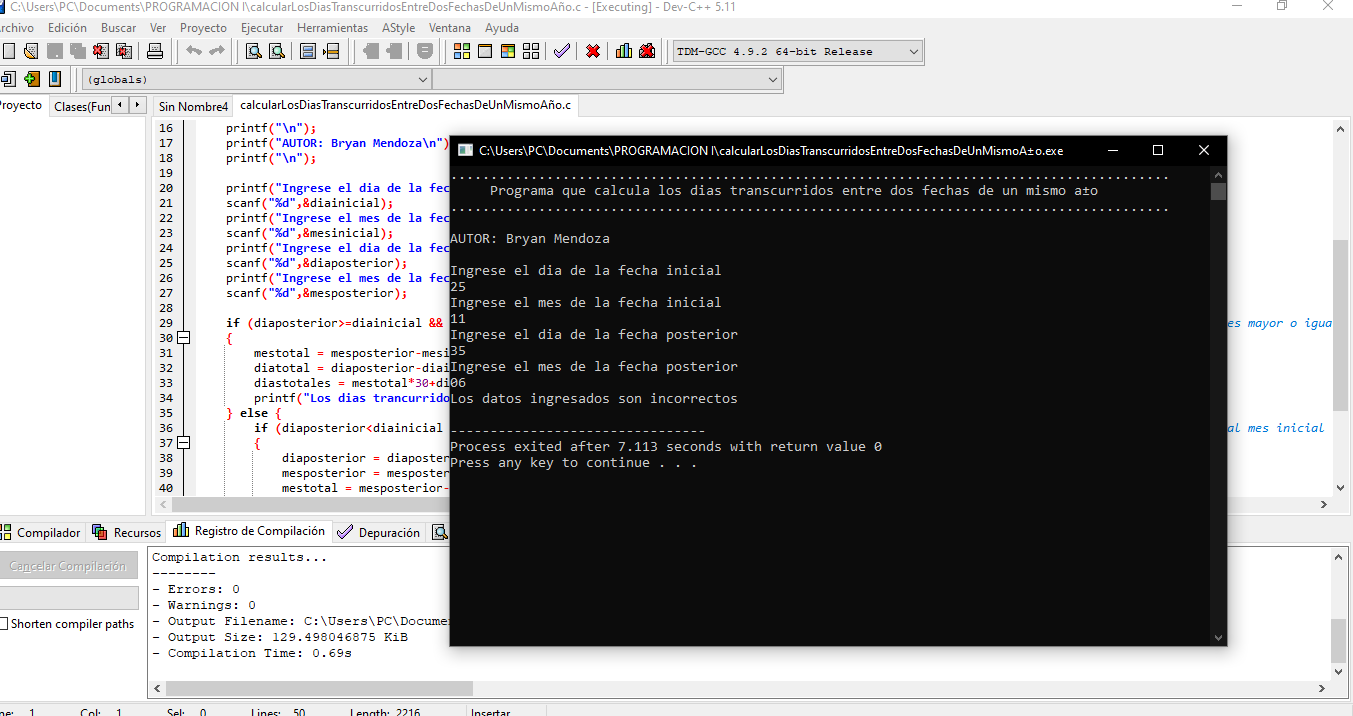




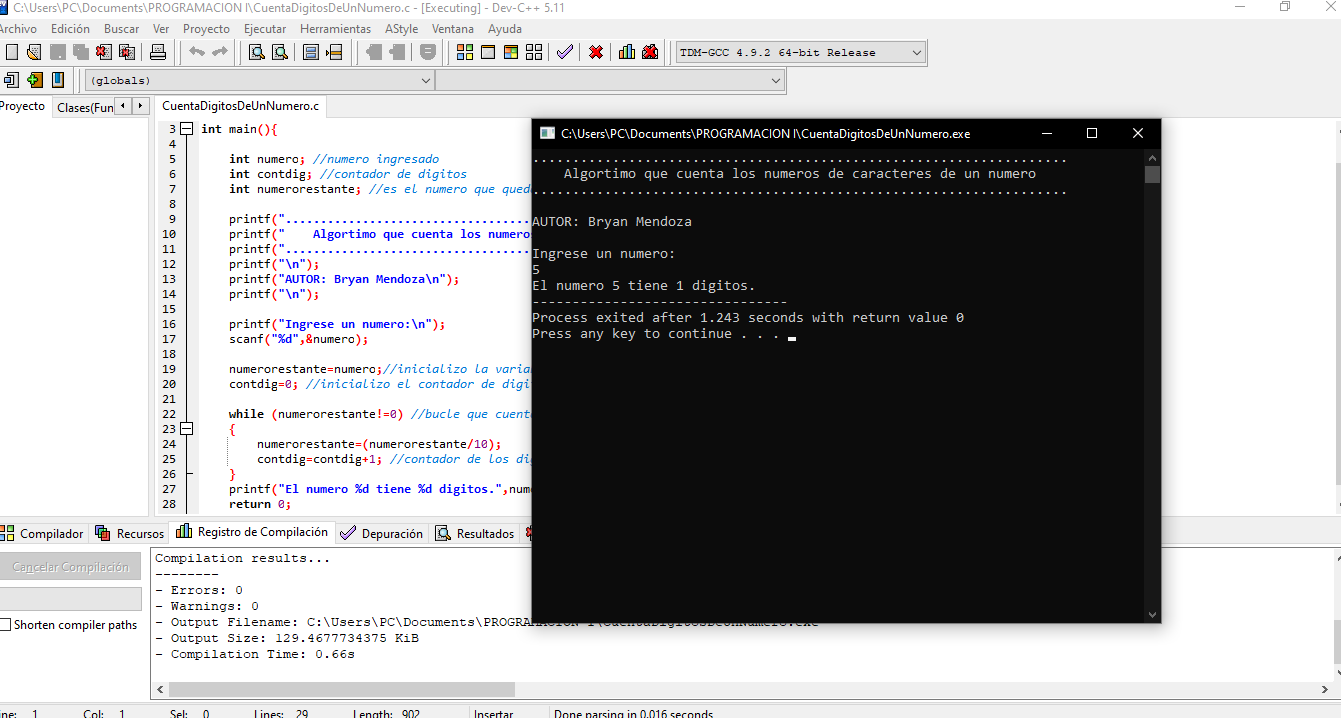
**PROGRAMA:** Calcula los días transcurridos entre dos fechas de un mismo año

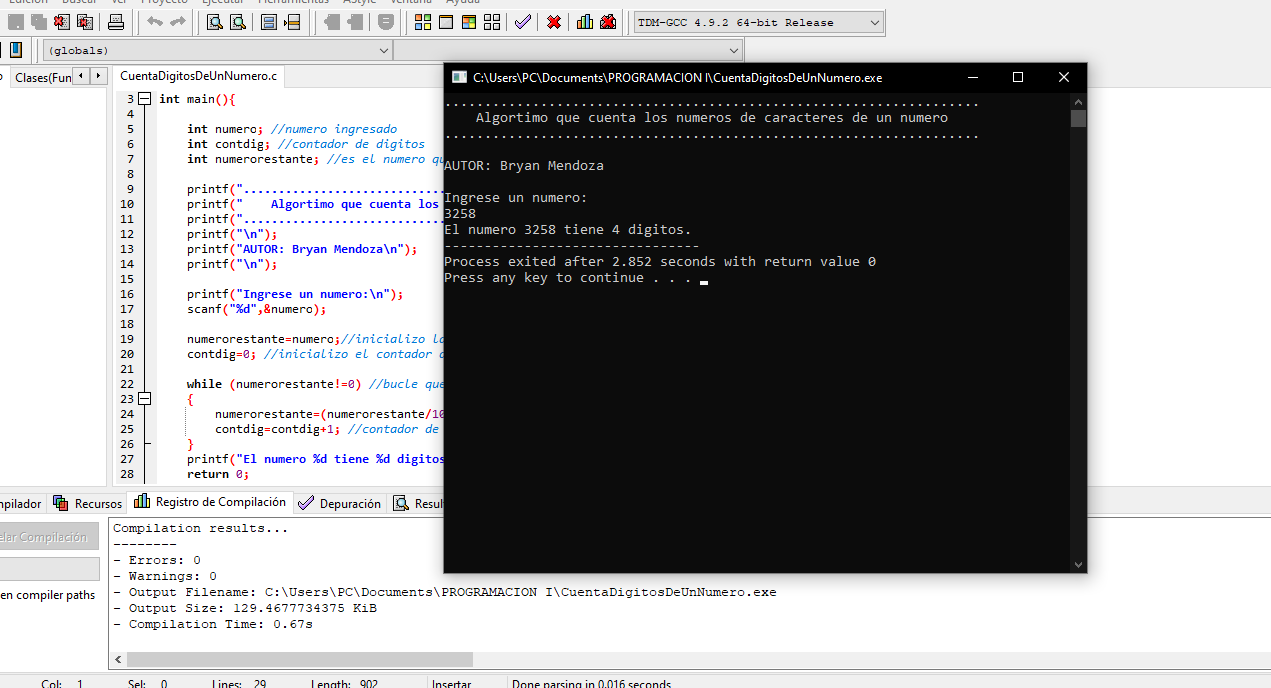


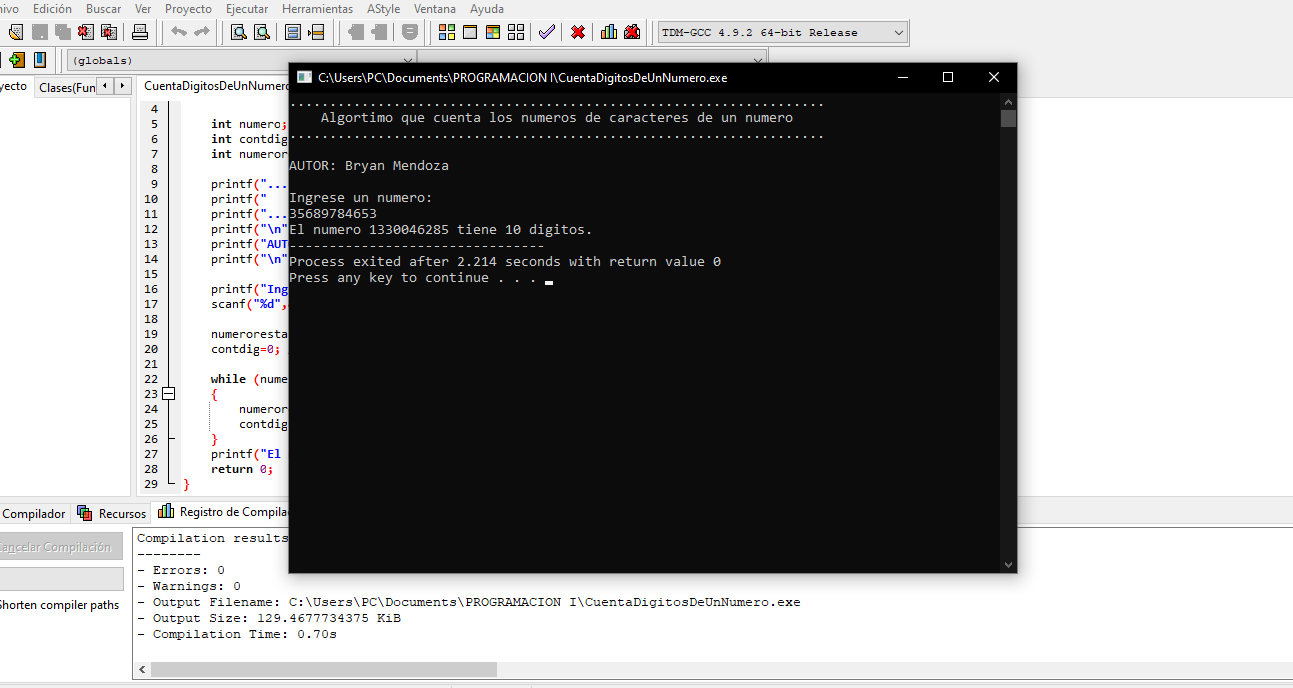




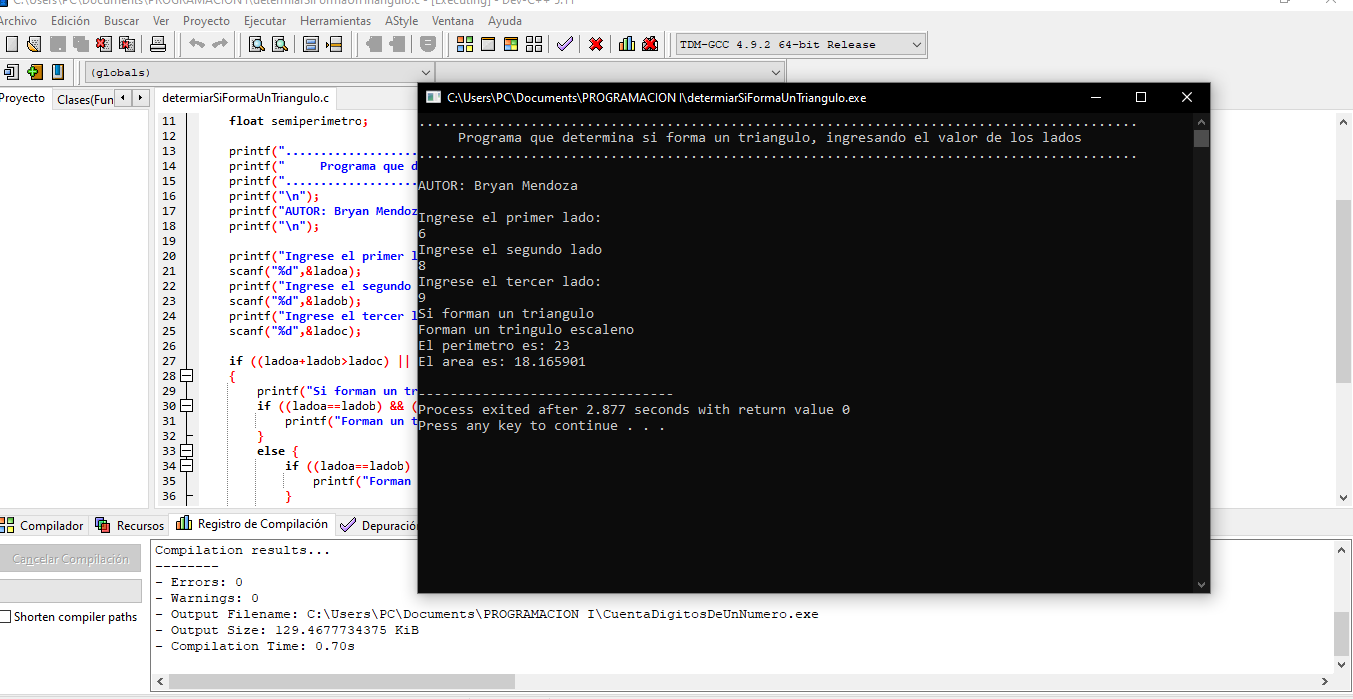
**PROGRAMA:** Cuenta los dígitos de un numero

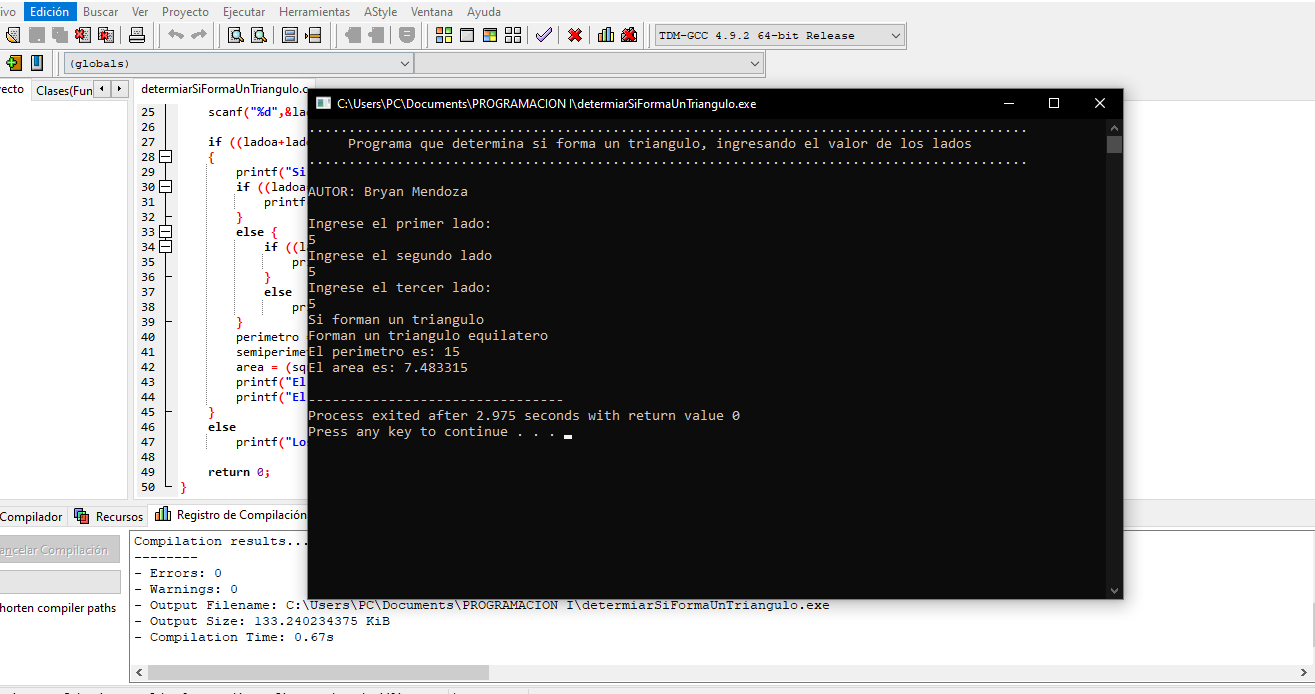


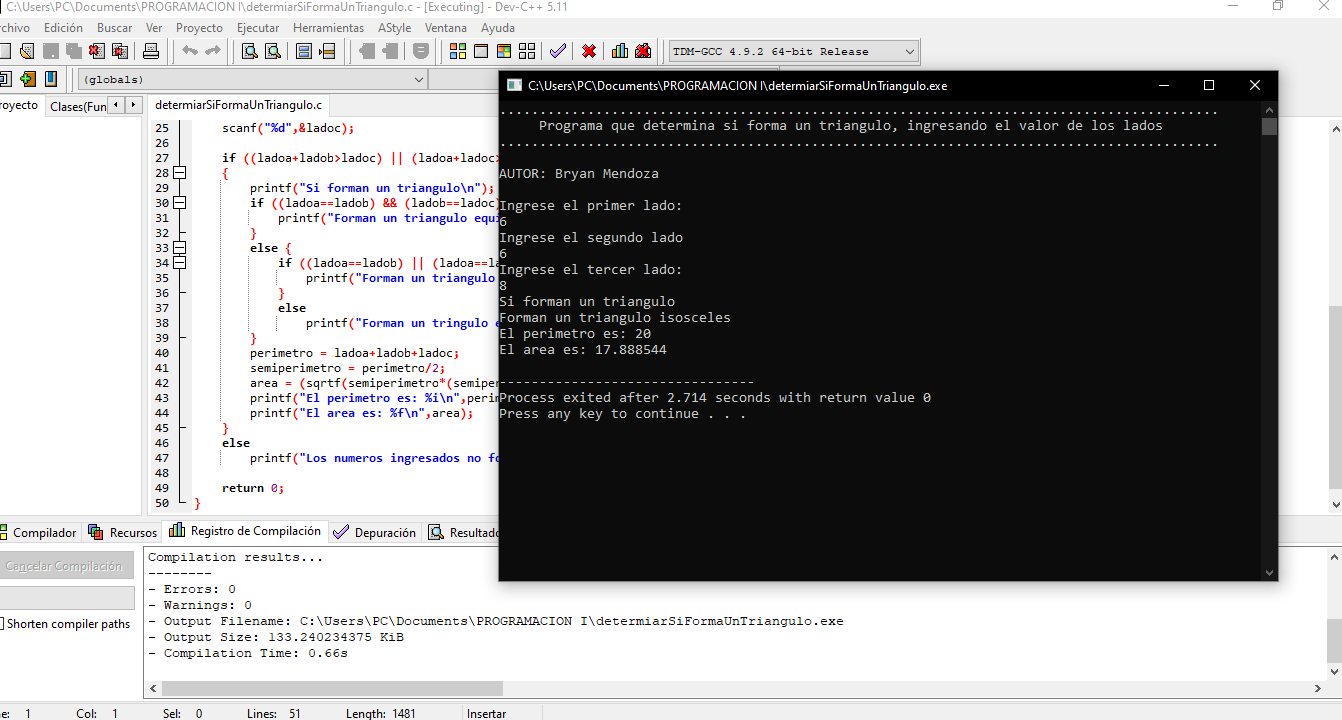




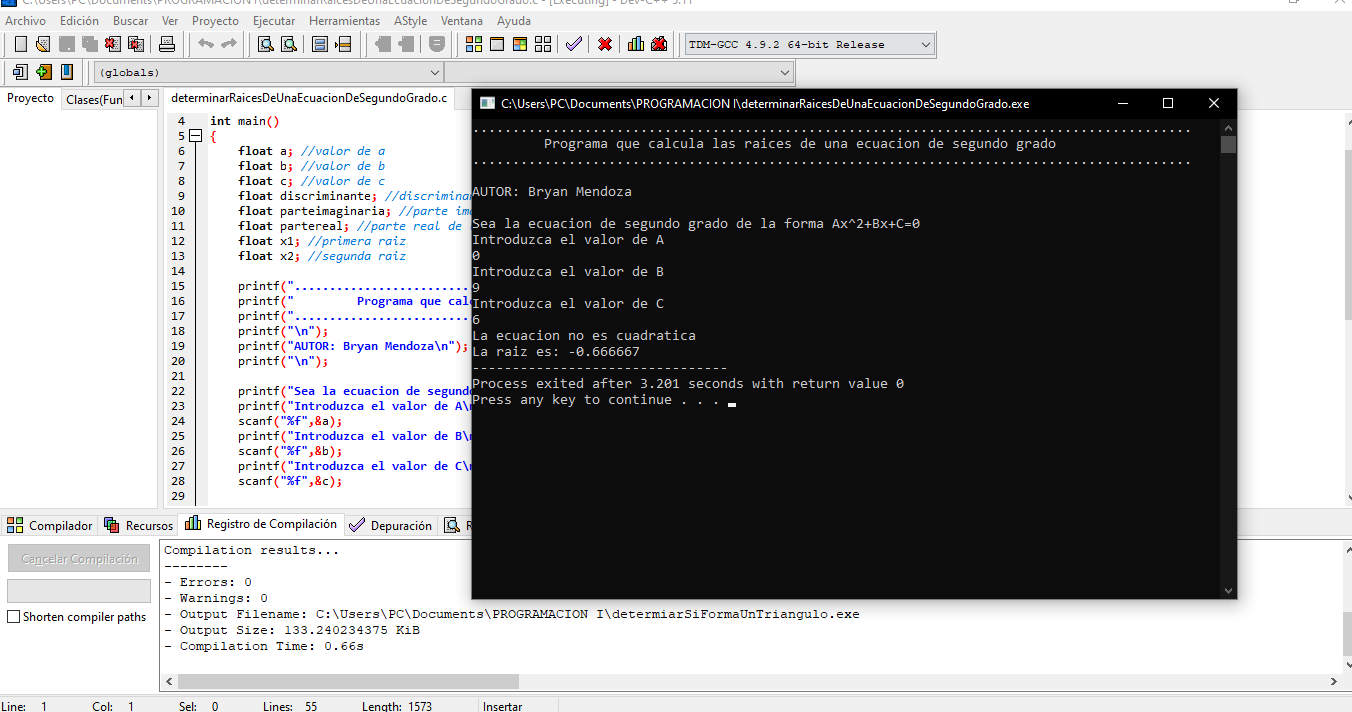
**PROGRAMA:** Determina si forma un triángulo, calcula el perímetro y el área.

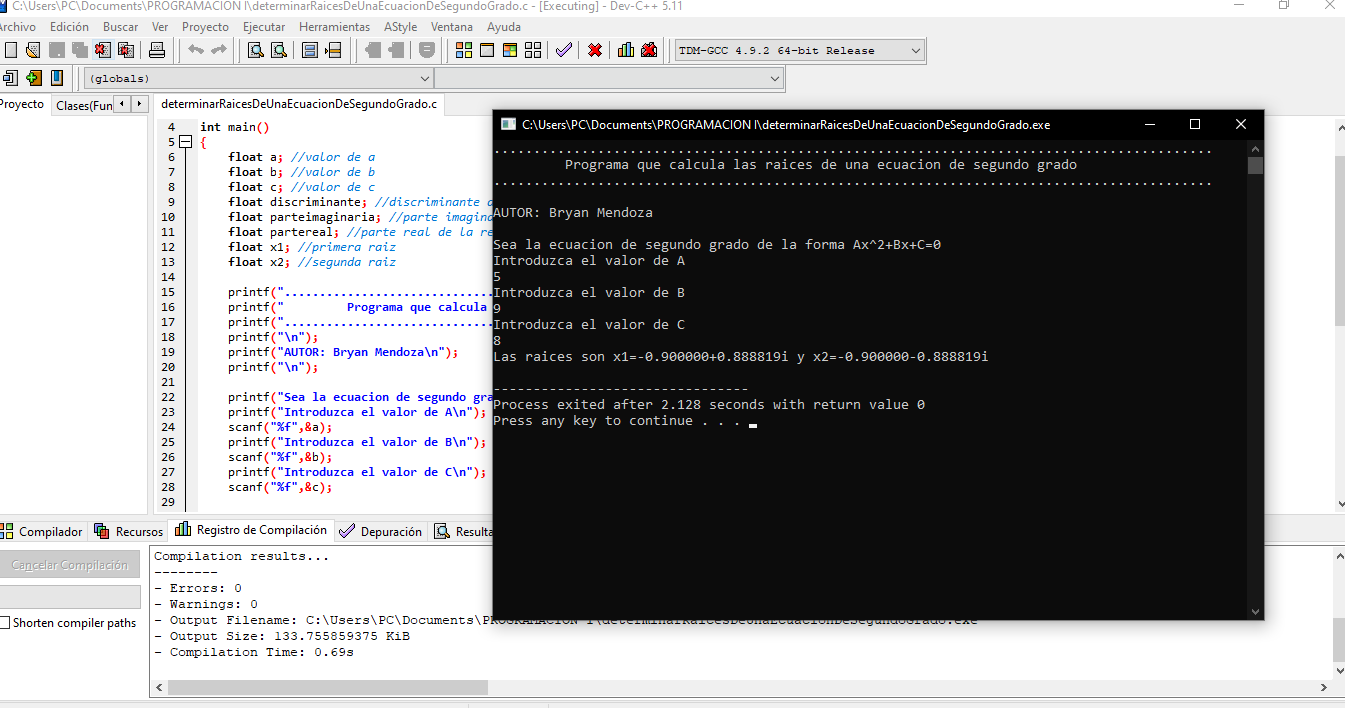


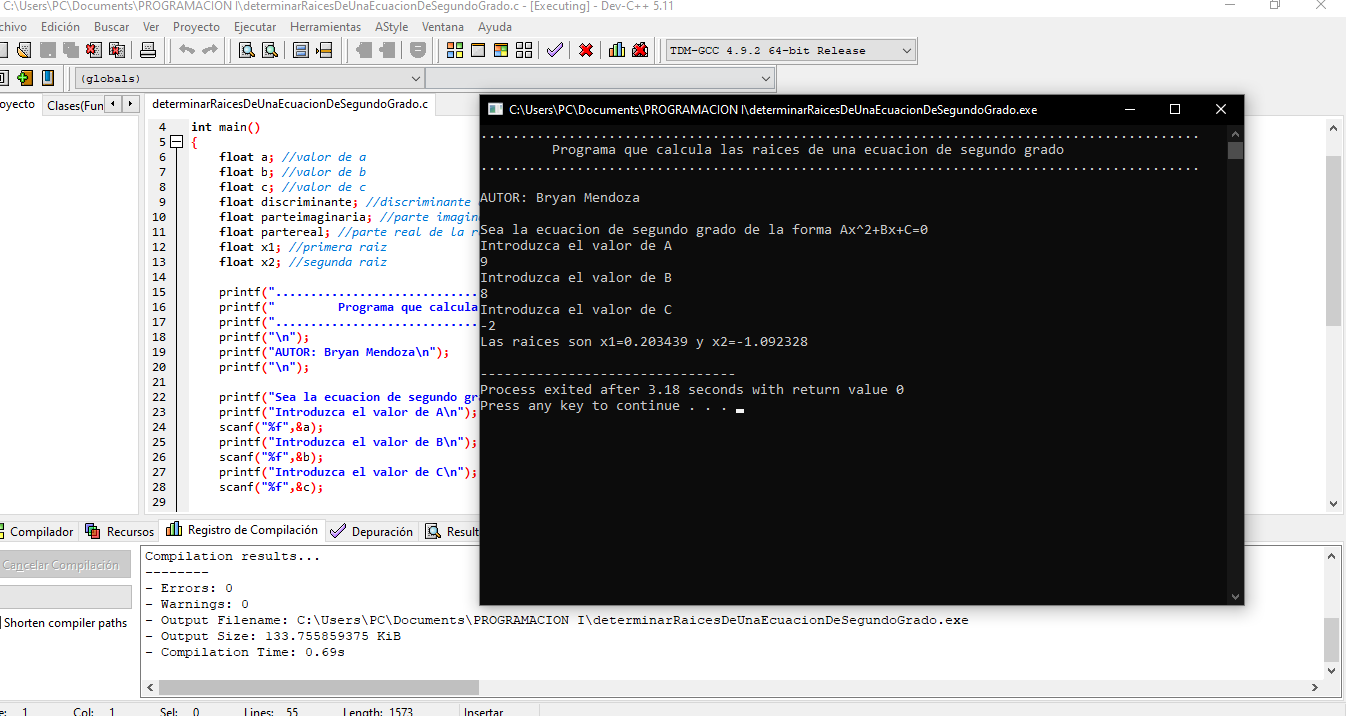




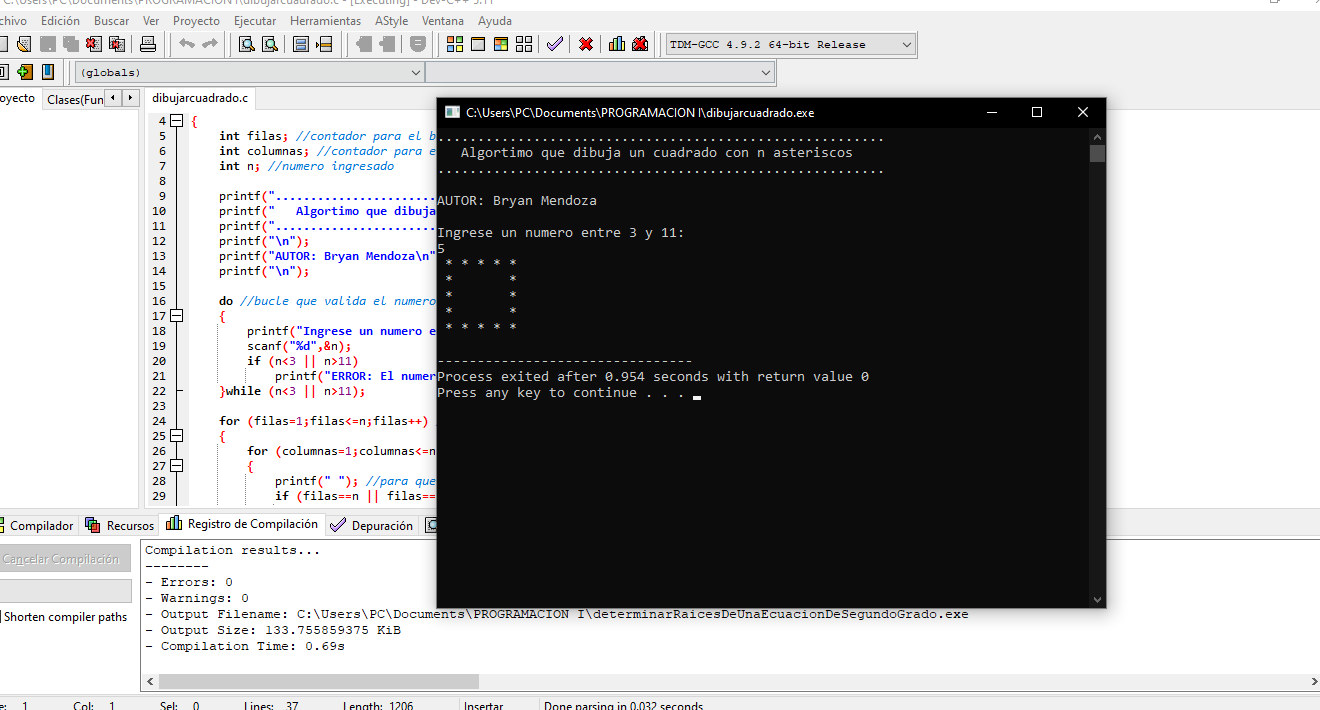
**PROGRAMA:** Determina las raíces de una ecuación de segundo grado

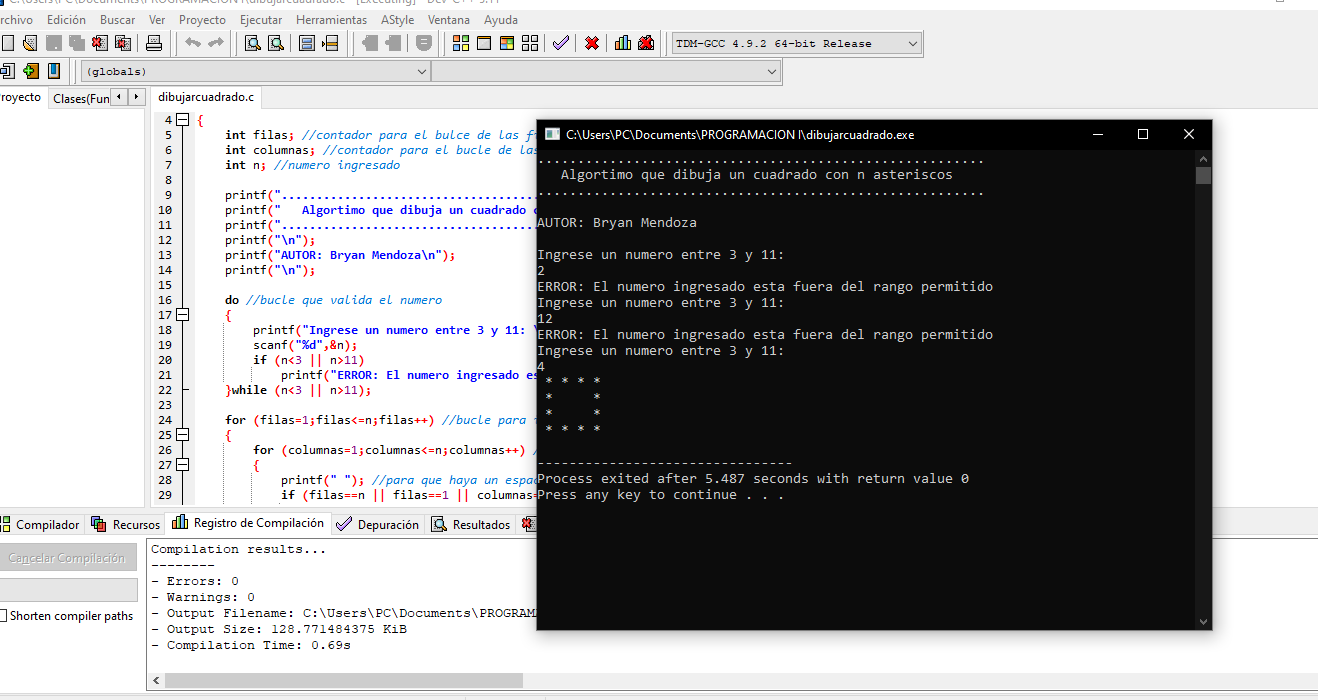


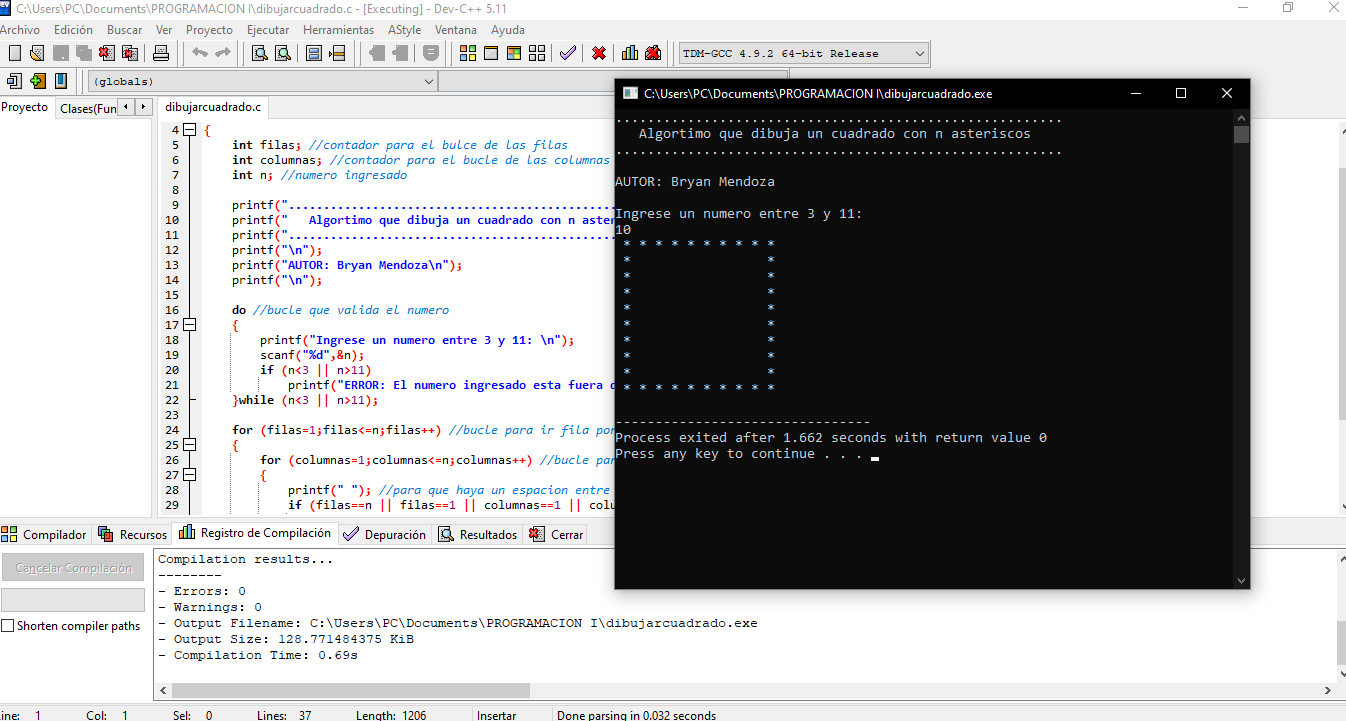




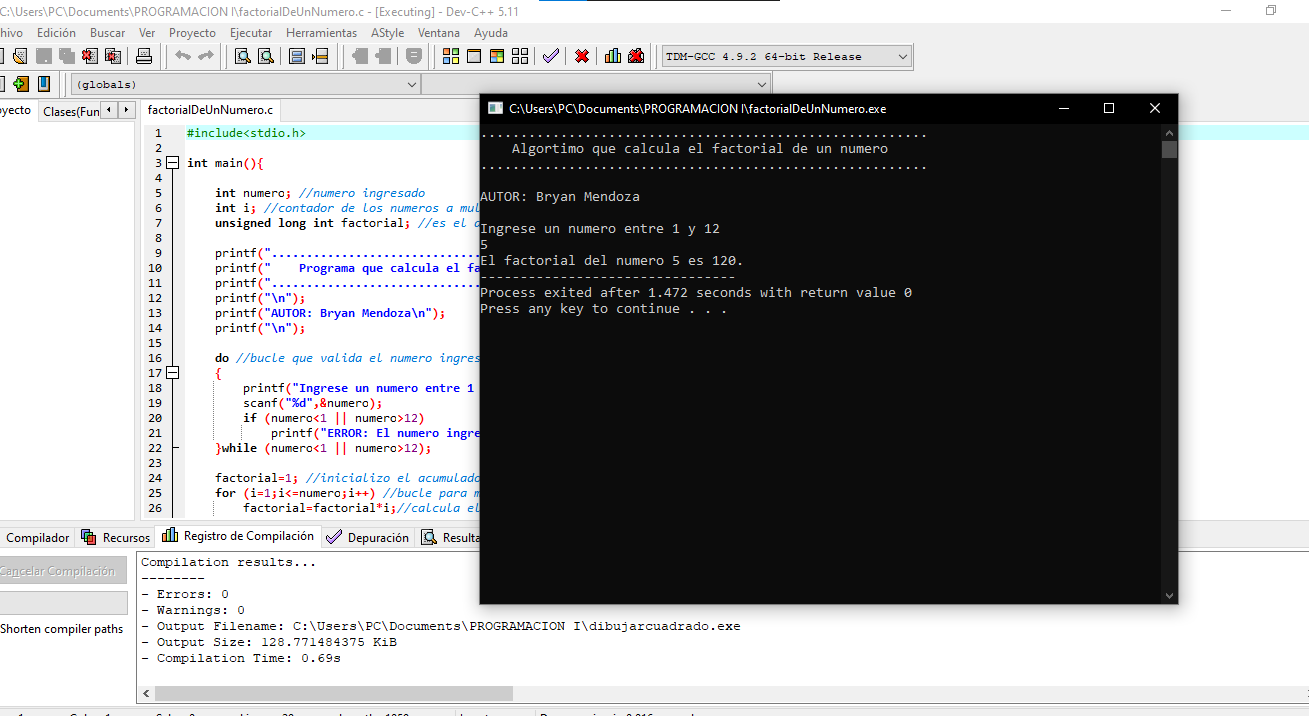
**PROGRAMA:** Dibuja un cuadrado con n asteriscos

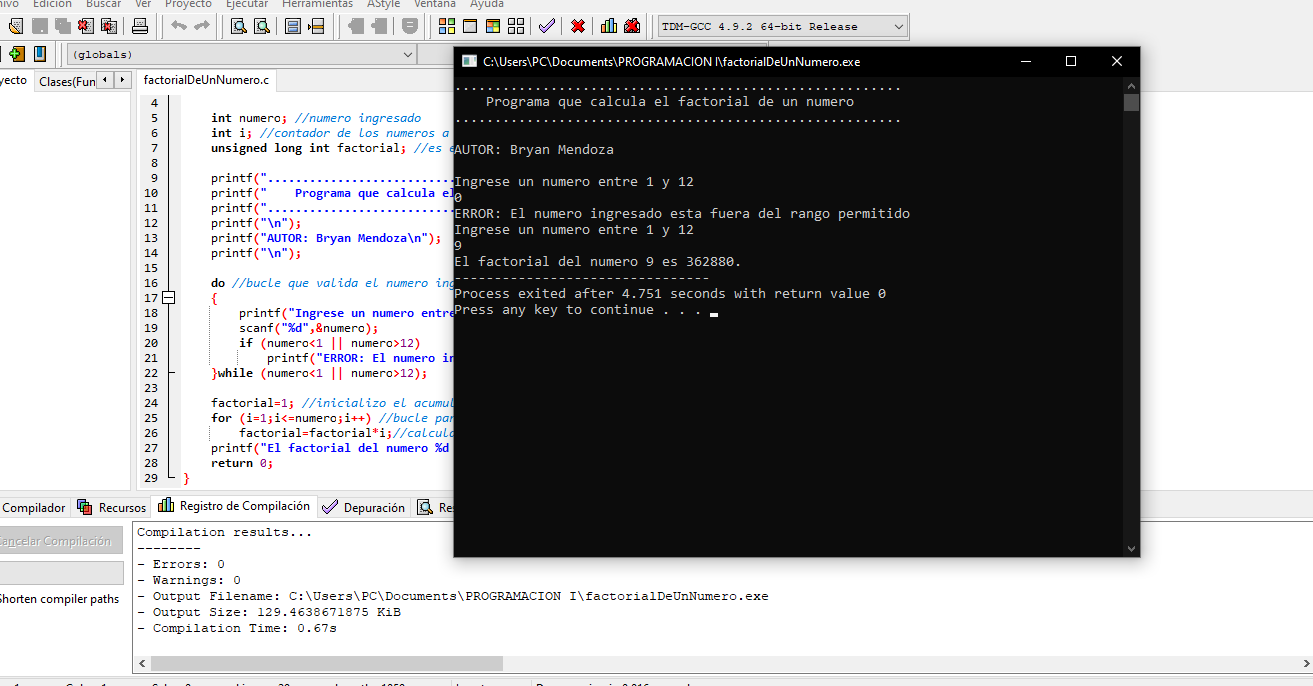


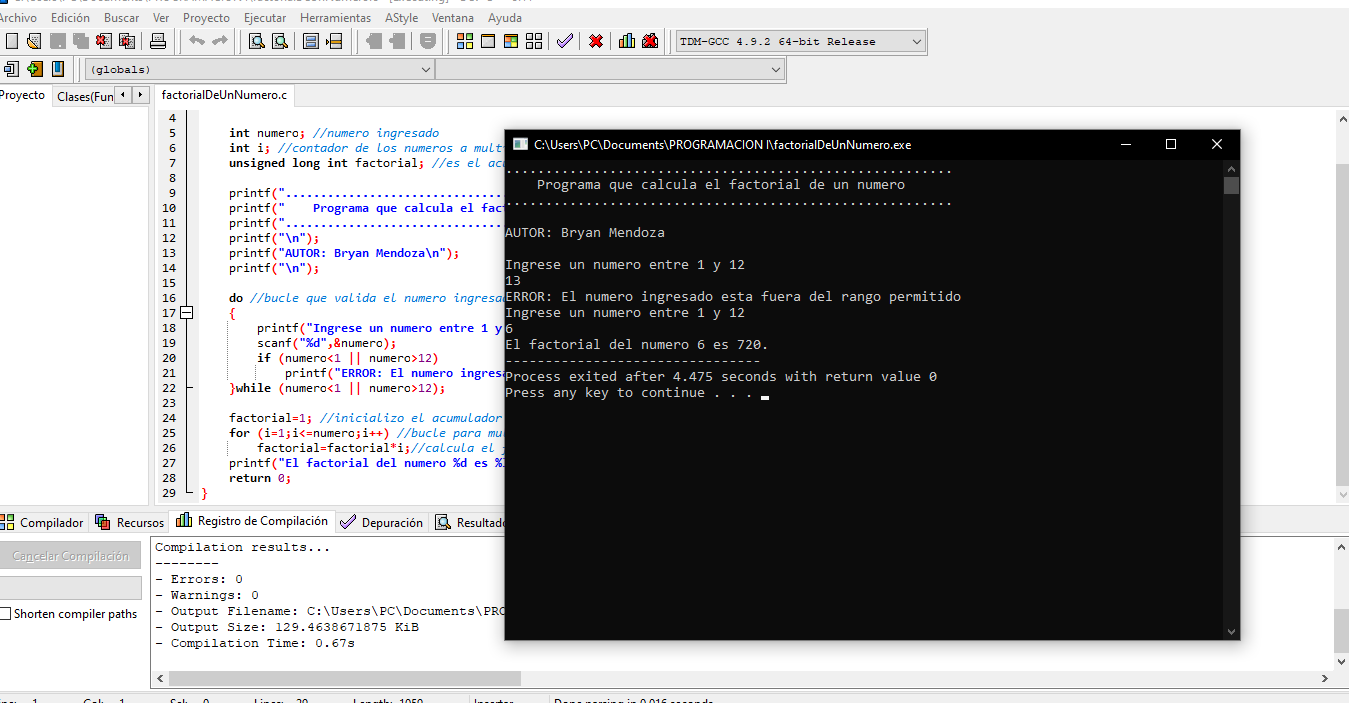




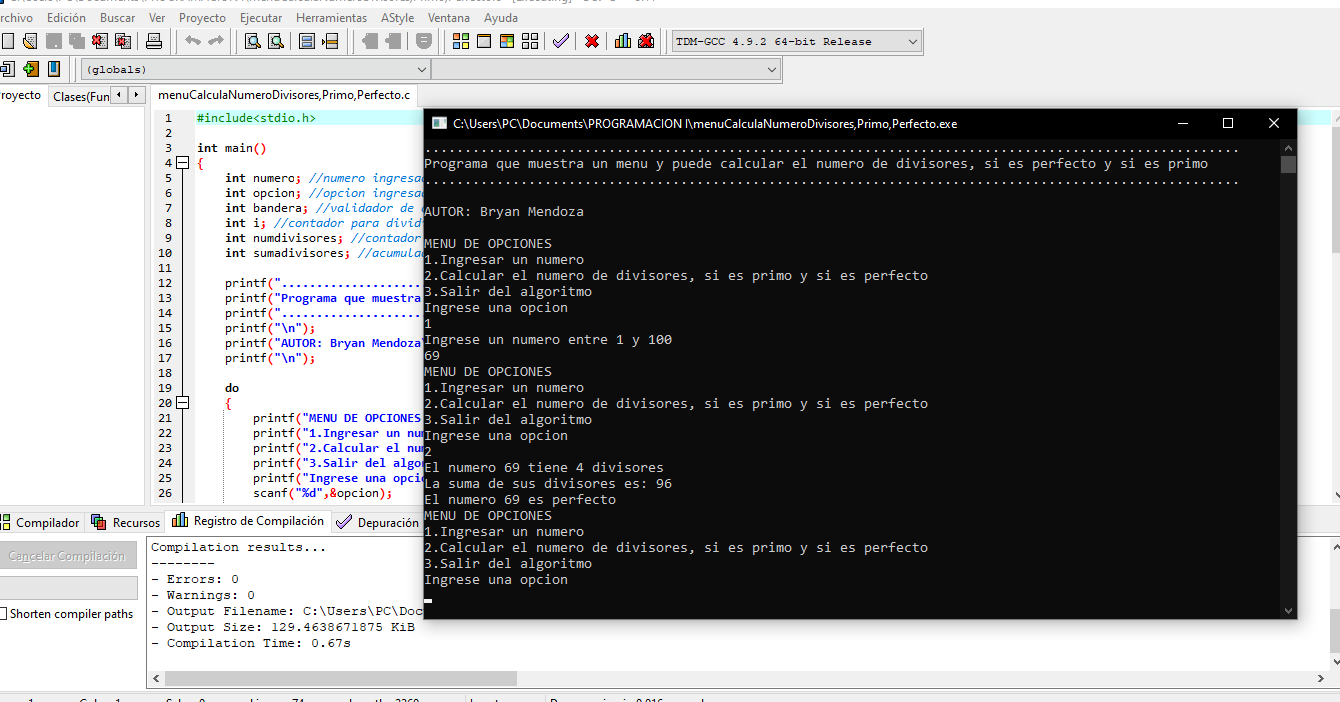
**PROGRAMA:** Calcula el factorial de un numero

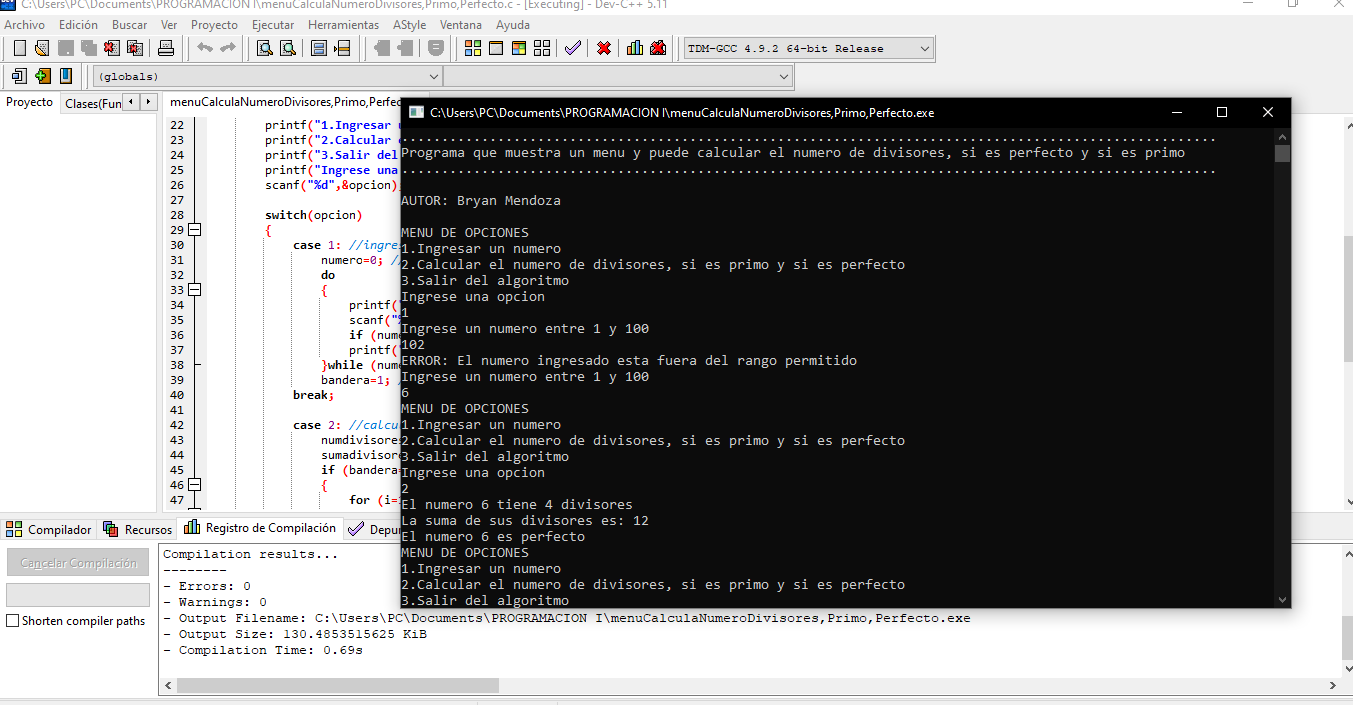


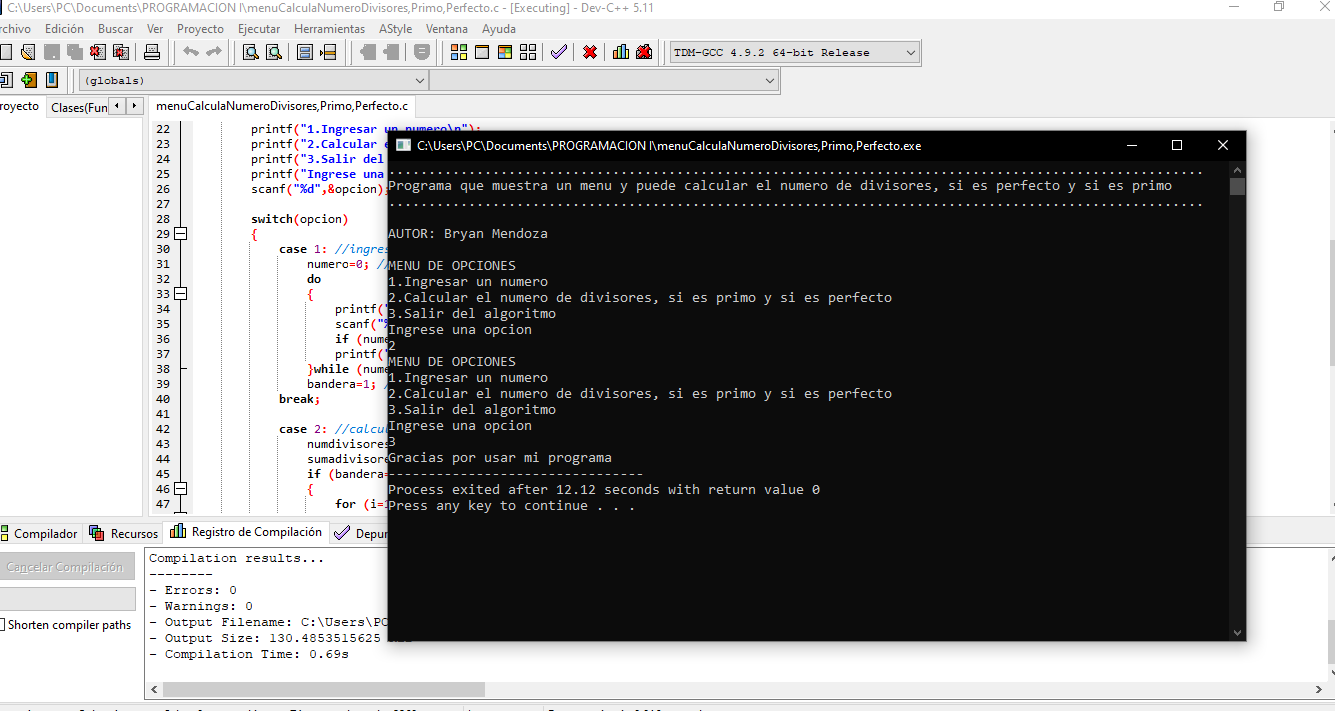




**PROGRAMA:** Menú que calcula el número de divisores, si es primo y si es perfecto







**PROGRAMA:** Suma dos números positivos

