1. Comparación por tipo de datos

|  |  |  |  |
| --- | --- | --- | --- |
| **Pascal** | **C** | **Memoria** | **Cadena de formato** |
| char | char | 1 byte | %c |
| integer | int | 2 bytes | %d |
| longint | long int | 4 bytes | %d |
| word | unsigned int | 2 bytes | %u |
| real | float | 4 bytes | %f |
| double | double | 8 bytes | %f |

1. a) conio.h

b) stdio.h

1. a) char A;

A = 'a';

printf(" %c ", A); a

printf(" %d ", A); 97

A = 'a' + 10;

printf(" %c ", A); k

printf(" %d ", A); 107

b) int B;

B = 5;

printf(" %d ", B); 5

printf(" %c ", B); ♣

B = 5 + 'A';

printf(" %d ", B); 70

printf(" %c ", B); F

c) #define num 15

printf(" %d ", num); 15

printf(" %c ", num); Carácter de control -> no muestra nada

d) #define num 15

num = 5 + 'A'; <- Error: no compila porque no se puede modificar constantes

printf(" %d ", num);

printf(" %c ", num);

1. a) z < 5 && ( a < = 5 || c > 0 )  
   b) z = CHR( 0 ) || !( total == 0 )
2. a = 1; b = 2; c = 3; d = 4
   1. a + b \* c / d = 1 + 2\*3 /4 = 1 + 6/4 = 1+1.5 = 2.5
   2. (a + b) \* c % d = (1+2) \* 3 % 4 = 3\*3 % 4 = 9 % 4 = 1
   3. d < 65 && 3 == d = 1 && 0 = 0
   4. a <= b || (3 > a) = 1 + 1 = 2
   5. (a >= d) && (2 - 14 == c + 1) = 0 \* 0 = 0
   6. a>b || a<c && a = c || a >= b = 0 + 1\*3 + 0 = 3