

# Chapter 1

## Introducción a la programación

; AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA

### 1.1 Fases de un programa

;BBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBB

#### 1.1.1 Análisis

CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC

#### 1.1.2 Diseño

DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD

### 1.2 Traducción

;EEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEEE

#### 1.2.1 Compilador

FFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFF

#### 1.2.2 Implementación

GGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGG

#### HTML

HHHHHHHHHHHHHHHHHHHHHHHHHHHHHHHHHH

#### Javascript

IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII



# Chapter 2

# Lenguajes de marcas

; JJJJJJJJJJJJJJJJJJJJJJJJJJJJJJJJJJJ

## 2.1 LATEX

[illegible]

### 2.1.1 Cuerpo

LLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLL

**Inclusión** MMMMMMMMMMMMMMMMMMMMMMMMMMMMMM

[illegible]