## **SEMANA 1 TAREA**

## Ejercicio 1: Calcular el área de un círculo:

```
| Circle bbfs://mbhosv/SystemFileSystem/Templates/Licenses-default.cx; to change this license | Circle bbfs://mbhosv/SystemFileSystem/Templates/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classes/Classe
```

Ejercicio 2: Convertir grados Celsius a Fahrenheit:

Ejercicio 3: Calcular el promedio de 3 números:

```
public static void main(String[] args) {
    Scanner sc = new Scanner(System.in);
                    System.out.printin('Ingrese el primer humero: ");
double nout.println("Ingresa el segundo número: ");
double num2 = sc.nextDouble();
System.out.println("Ingrese el tercer número: ");
double num3 = sc.nextDouble();
double promedio = (num1 + num2 + num3)/3;
System.out.println("El promedio de los 3 números es: " + promedio);
*
         Ingrese el primer n∲mero:
         Ingresa el segundo n\phimero:
;;
         Ingrese el tercer n@mero:
        BUILD SUCCESSFUL (total time: 5 seconds)
         El promedio de los 3 n�meros es: 14.333333333333333
```