

Sistemas-L

"Felipe" 7

Reglas

4 $x \ x \ x \ x \ x \ x \ x$ 11

$$F \rightarrow l$$
$$e \rightarrow j \quad i \rightarrow f$$
$$l \rightarrow e$$

$P \rightarrow i$

"Felipe" → "liefii"

→ "eff: lff"

→ "

"F" (forward, avanzar)

REGLAS $\{ \text{"F"} : \text{"F"} < \text{"F"} > \text{"F"} < \text{"F"} \}$

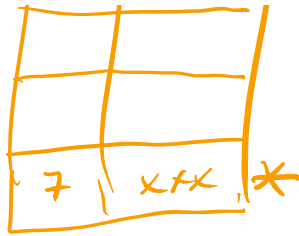
"F" $\xrightarrow{1}$ "F \leq F \geq F \leq F" $\xrightarrow{2}$ "F \leq F \geq F \leq F \geq F \leq F"

3
→

1	8
2	36

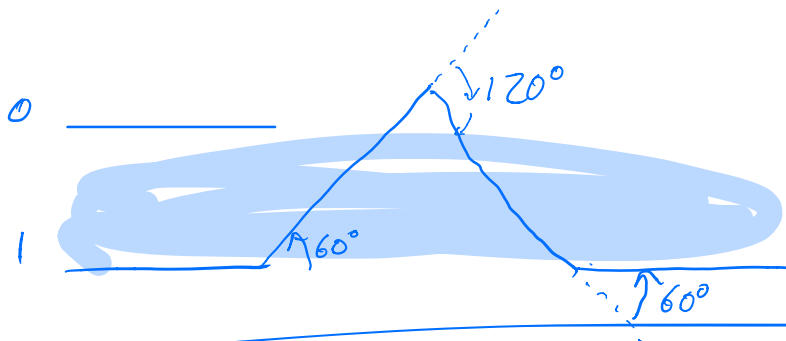
TRADUCCIÓN

$F = \text{avanza 1 paso}$

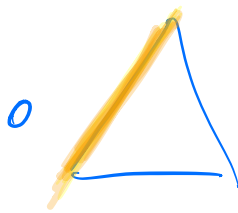


< = gira 60° anti-horario

> = gira 60° horario



→ Koch



"(" = escala 1/2x

")" = escala 2x

F → (F >> F >> F >> F >>) F

Python
Listas

(Tipos de datos, estructuras de datos)

[1, 2, 3]

["manzana", "plátano"]

[1, "manzana", 7, "Plátanos"]

mutables

Tuplas

(1, 2, 3)

("manzana", "plátano")

inmutables
(no se pueden
modificar)

Diccionarios

d = { "apple": "manzana",

"pear": "pera",

...

`"onion": "cebolla"` *dictables*
`print(d["pear"])` \rightarrow "pera"

`print(d.get("onion"))` \rightarrow "cebolla"

`print(d["banana"])` \rightarrow ERROR!!!

`print(d.get("banana"))`

`a = [1, 2, 3, 4, 5, 6]`

`print(a[0])` \rightarrow 1 `print(a[5])` \rightarrow 6

`b = [1, 4, 9, 16, 25, 36, ..., 10000]`

1ª forma (tradicional)

`b = []`

`for i in range(1, 101):`

`b.append(i**2)`

$0, 1, 2, \dots, 99$

2ª forma (Pythonada) Pythonics

`b = [i**2 for i in range(1, 101)]` *"Expansão de lista"*

EJERCICIOS

① `ranap(100, 0, -1)`

② `[3*x+2 for x in range(10)]`

③ `d = {1:2, 2:3, 3:1}`
`print(d[1]+d[2]*d[3])`

④ `'-'.join(['a', 'ante', 'bajo', 'con', 'contra', 'de'])`

TRADUCCION

F = avanza un paso

K = retrocede un paso

< = gira izq (antihorario) 60°

> = gira der 60°

+ = gira izq 90°

- = gira der 90°

L = gira izq 10°

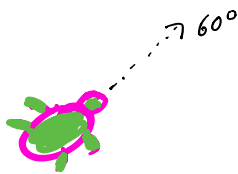
R = gira der 10°

(= escala el paso a 1/2

) = escala el paso a 2

[= inicia rama

] = termina rama

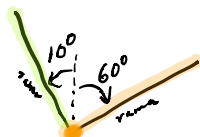


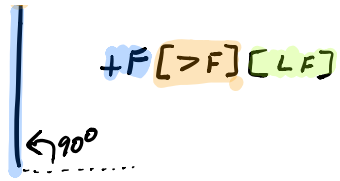
`escala = 1`
`posicion = (0,0)`
~~`angulo = 0`~~

"<"
`angulo = 60`
"F"

`posicion = posicion + escala * (cos angulo, sen angulo)`

`= (0,0) + 1 * (cos 60, sen 60)`





EJERCICIO

Agrega esta rama al programa

