

# Actividad 1

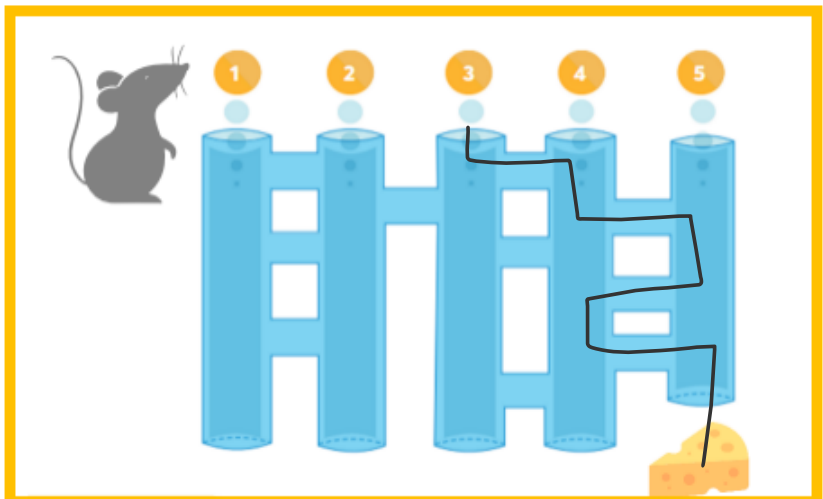
## 1. Ratón XC4



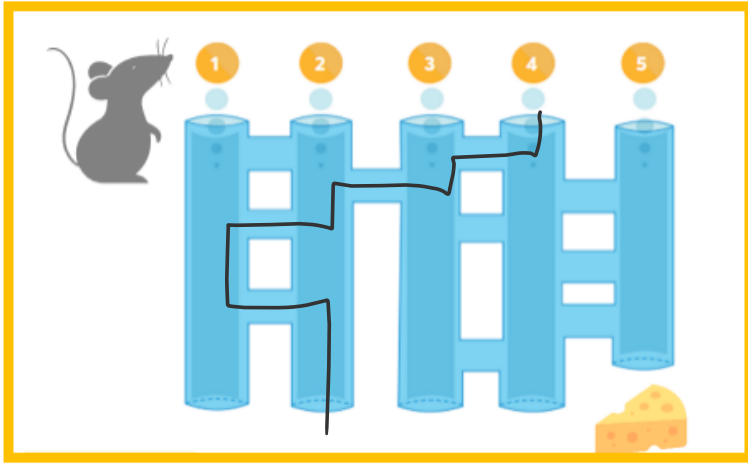
# No llega al queso



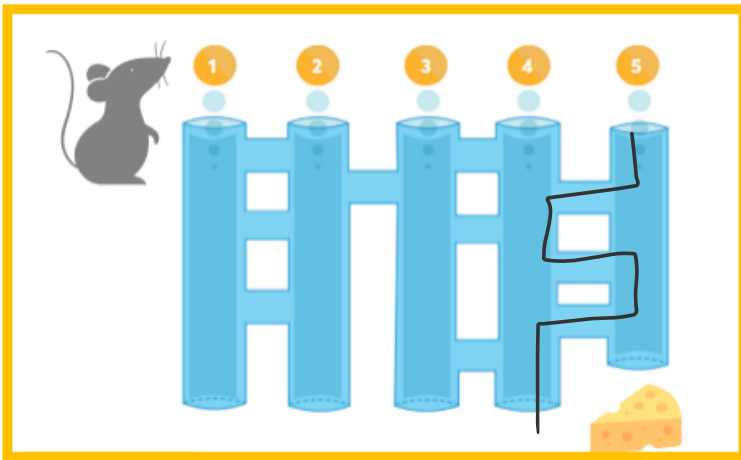
No llega al queso



Si llega al queso

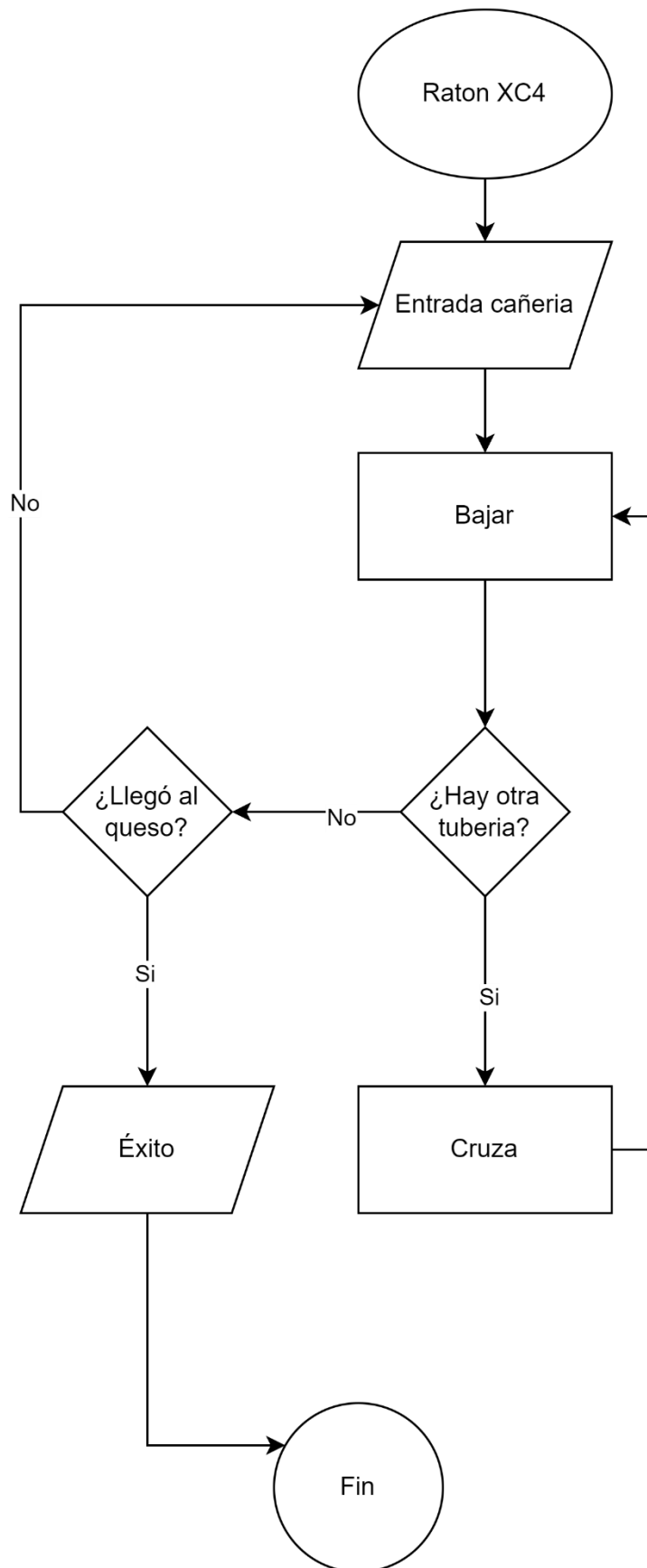


No llega al queso



No llega al queso

## 2. Diagrama de flujo



# Actividad 2

## 1. Correcciones

### Partway through tracing a Minesweeper algorithm

★		★
	?	★

	1	2	3	4	5	6	7	8	9
square	★		★		?	★			

```

let mines = 0
let n = 1
start loop
  if squaren has a mine
    then mines = mines + 1
  n = n + 1
loop again if n < 9
    
```

mines	n
0	1
1	2
1	3
2	4
2	5
2	6
3	7
3	8
3	9

## 2. Diagrama de flujo

