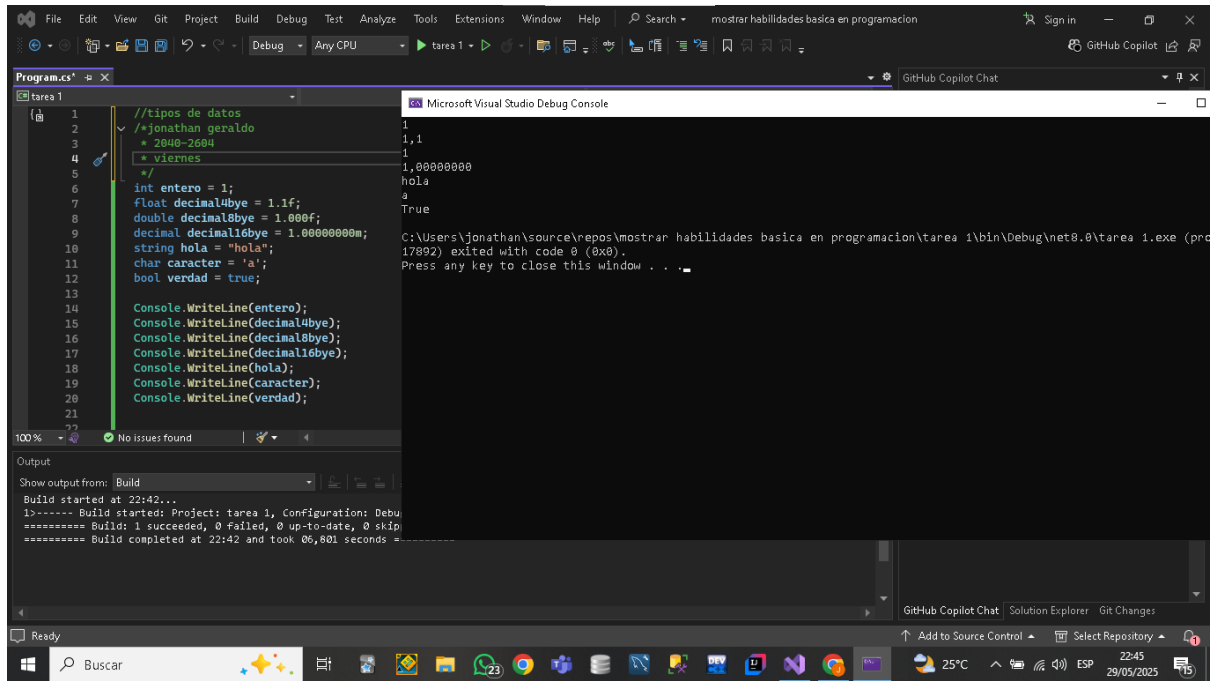


Jonathan geraldo 2024-2604

Clase de los viernes

1 Declarar variable de los diferentes tipos, asignarles valor e imprimir el valor.



The screenshot shows a Visual Studio IDE with a C# program named 'Program.cs' in a project called 'tarea 1'. The code declares several variables of different types: an integer, a float, a double, a decimal, a string, a char, and a bool. Each variable is assigned a value and then printed to the console using `Console.WriteLine`. The output window shows the values: 1, 1.1, 1.1, 1.0000000000000000, hola, a, and True. The build output shows the program was successfully built and executed.

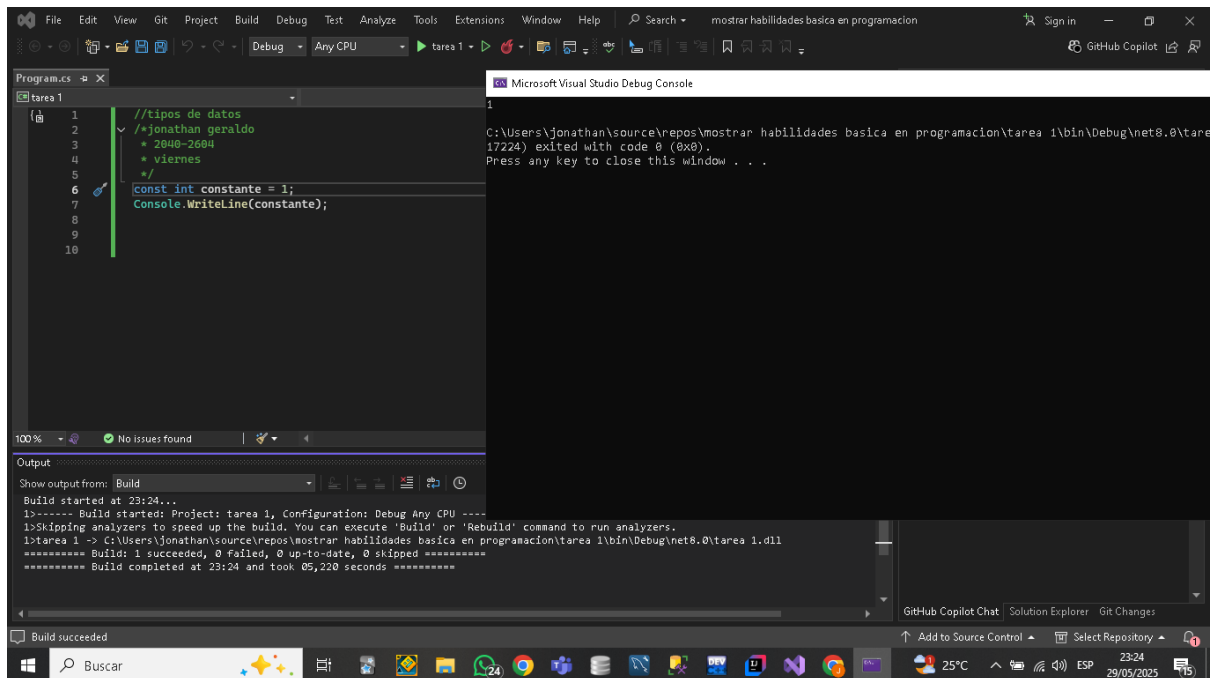
```
1 //tipos de datos
2 /*jonathan geraldo
3  * 2040-2604
4  * viernes
5  */
6 int entero = 1;
7 float decimal4byte = 1.1f;
8 double decimal8byte = 1.000f;
9 decimal decimal16byte = 1.0000000000000000m;
10 string hola = "hola";
11 char caracter = 'a';
12 bool verdad = true;
13
14 Console.WriteLine(entero);
15 Console.WriteLine(decimal4byte);
16 Console.WriteLine(decimal8byte);
17 Console.WriteLine(decimal16byte);
18 Console.WriteLine(hola);
19 Console.WriteLine(caracter);
20 Console.WriteLine(verdad);
21
22
```

Output:

```
Build started at 22:42...
1>----- Build started: Project: tarea 1, Configuration: Debug
-----
Build: 1 succeeded, 0 failed, 0 up-to-date, 0 skip
-----
Build completed at 22:42 and took 06,801 seconds -----
```

2 Buscar cómo se declara una constante en C#

e imprimir el valor. Probar de cambiar su valor luego y ver que es lo que pasa.



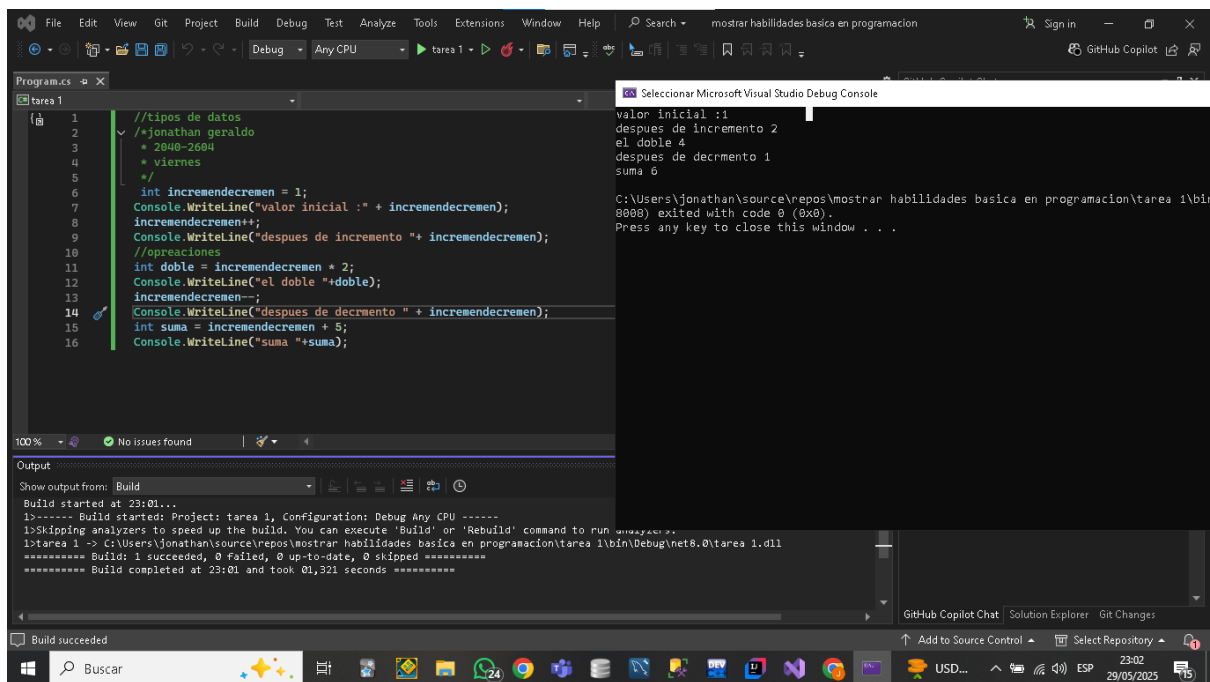
The screenshot shows a Visual Studio IDE with a C# program named 'Program.cs' in a project called 'tarea 1'. The code declares a constant integer `constante` with the value 1 and prints it to the console using `Console.WriteLine`. The output window shows the value 1. The build output shows the program was successfully built and executed.

```
1 //tipos de datos
2 /*jonathan geraldo
3  * 2040-2604
4  * viernes
5  */
6 const int constante = 1;
7 Console.WriteLine(constante);
8
9
10
```

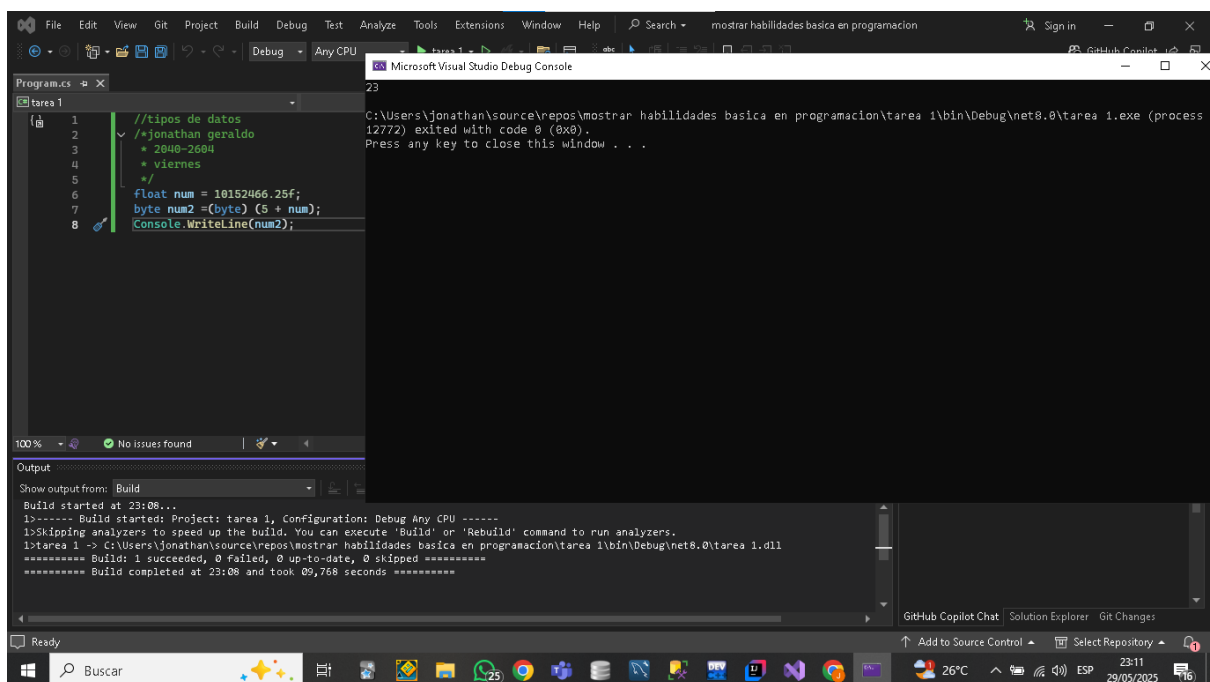
Output:

```
Build started at 23:24...
1>----- Build started: Project: tarea 1, Configuration: Debug Any CPU ----
1>Skipping analyzers to speed up the build. You can execute 'Build' or 'Rebuild' command to run analyzers.
1>tarea 1 -> C:\Users\jonathan\source\repos\mostrar habilidades basica en programacion\tarea 1\bin\Debug\net8.0\tarea 1.dll
-----
Build: 1 succeeded, 0 failed, 0 up-to-date, 0 skipped -----
Build completed at 23:24 and took 05,220 seconds -----
```

3 Declara un entero, incrementarlo, decrementarlo, hacer operaciones con el.



4 Declarar un float con valor=10152466.25. Declara un byte que es igual a 5 + el float.



5 Adjuntar comentario de una y de varias líneas un su código. Imprimir la fecha y hora del sistema.

