Programación de Computadores

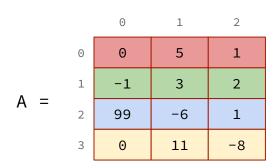
Tema 5: Matrices



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Estructura de un arreglo bi-dimensional (matriz)

```
int A[4][3] = \{\{0, 5, 1\}, \{-1, 3, 2\}, \{99, -6, 1\}, \{0, 11, -8\}\}
```



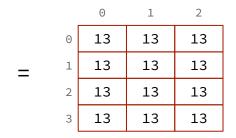
Me	Memoria RAM									

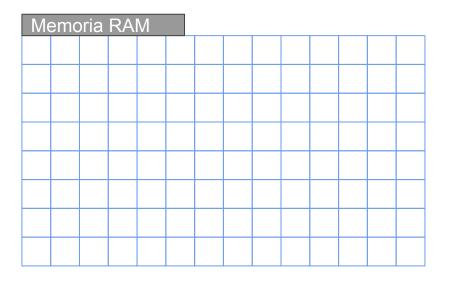
Ver: matrices_2D_3D.c

Suma de matrices (Vista de la memoria)

	0	1	2
0	1	2	3
1	4	5	6
2	7	8	9
3	10	11	12

	0	1	2
Θ	12	11	10
1	9	8	7
2	6	5	4
3	3	2	1



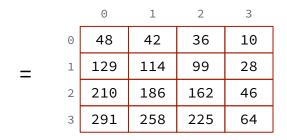


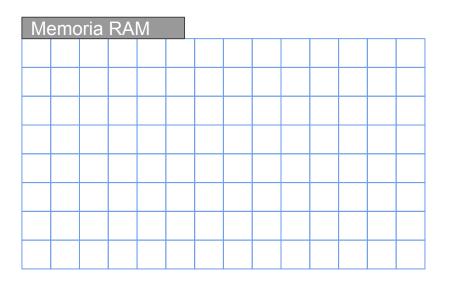
Ver: suma_matrices.c

Multiplicación de matrices (Vista de la memoria)

	0	1	2
0	1	2	3
1	4	5	6
2	7	8	9
3	10	11	12

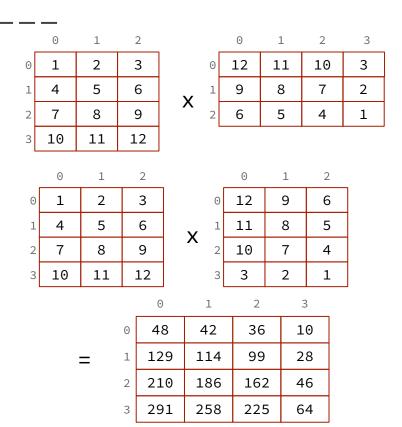
	0	1	2	3
0	12	11	10	3
1	9	8	7	2
2	6	5	4	1

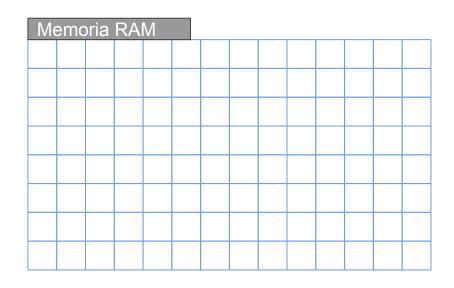




Ver: mult_matrices.c

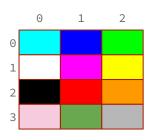
Multiplicación de matrices + transpuesta (Vista de la memoria)





Ver: transposicion.c y mult_trans_matrices.c

Matrices RGB



Red

	0	1	2
0	0	0	0
1	255	255	255
2	0	255	255
3	246	106	183

Green

	0	1	2
0	255	0	255
1	255	0	255
2	0	0	153
3	203	168	183

Blue

	0	1	2
0	255	255	0
1	255	255	0
2	0	0	0
3	222	79	183

Ver: imagen_rgb.c

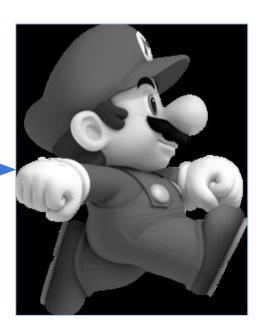
Ver: get_RGB_matrices.py

Ver: leer_archivo_rgb.c

Matrices RGB (transformación a escala de grises)

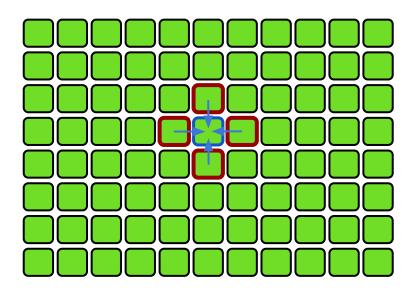


M[i] = (R[i]+G[i]+B[i])/3



Ver: escala_grises.c

Propagación de valores en una matriz



Propagación de valores en una matriz

