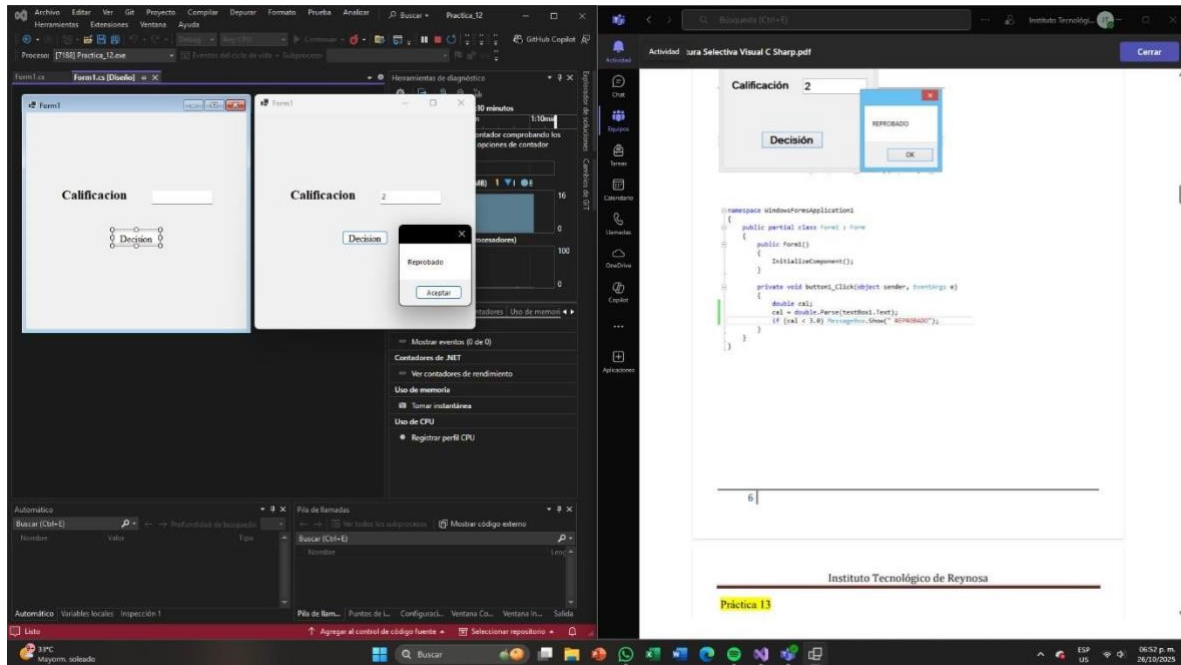


PRACTICAS ESTRUCTURAS SELECTIVAS

Alumno: Jimenez Cruz Emmanuel

Practica 12



Practica 13

The screenshot shows the Visual Studio IDE with a C# project named 'Practica_13'. The main window displays a Windows Form titled 'Form1' with the following text: 'Dado como dato el sueldo de un trabajador, el programa aplica un aumento del 15% si el sueldo es inferior a 400000'. Below this text are two input fields: 'Ingresar Sueldo' and 'Nuevo Sueldo'. A 'Decision' button is also present. The 'Ingresar Sueldo' field contains the value '140000', and the 'Nuevo Sueldo' field contains '196750'. The 'Decision' button is highlighted. The PDF document on the right, titled 'Estructura Selectiva Visual C Sharp.pdf', shows a flowchart for a salary increase calculation. The flowchart starts with a 'Inicio' node, followed by a decision diamond 'sueldo < 400000'. If 'SI' (Yes), it goes to a process box 'sueldo = sueldo * 1.15'. If 'NO', it goes to a process box 'sueldo = sueldo * 1.05'. Both paths lead to an output box 'Escribir "El nuevo sueldo es" sueldo' and then to a 'Fin' node. The PDF also includes a table with salary data:

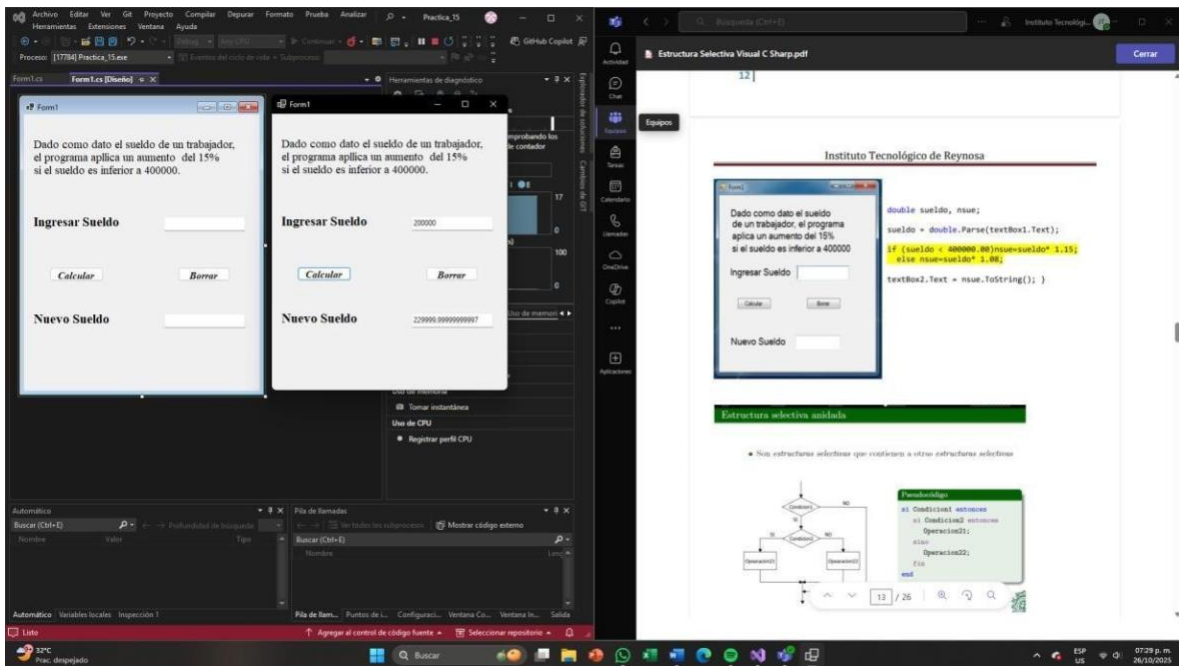
ID	SUELDO	AUM	NUEVO
1	150000	21750	171750
2	175000	26250	201250
3	240000	36000	276000
4	380000	57000	437000

Practica 14

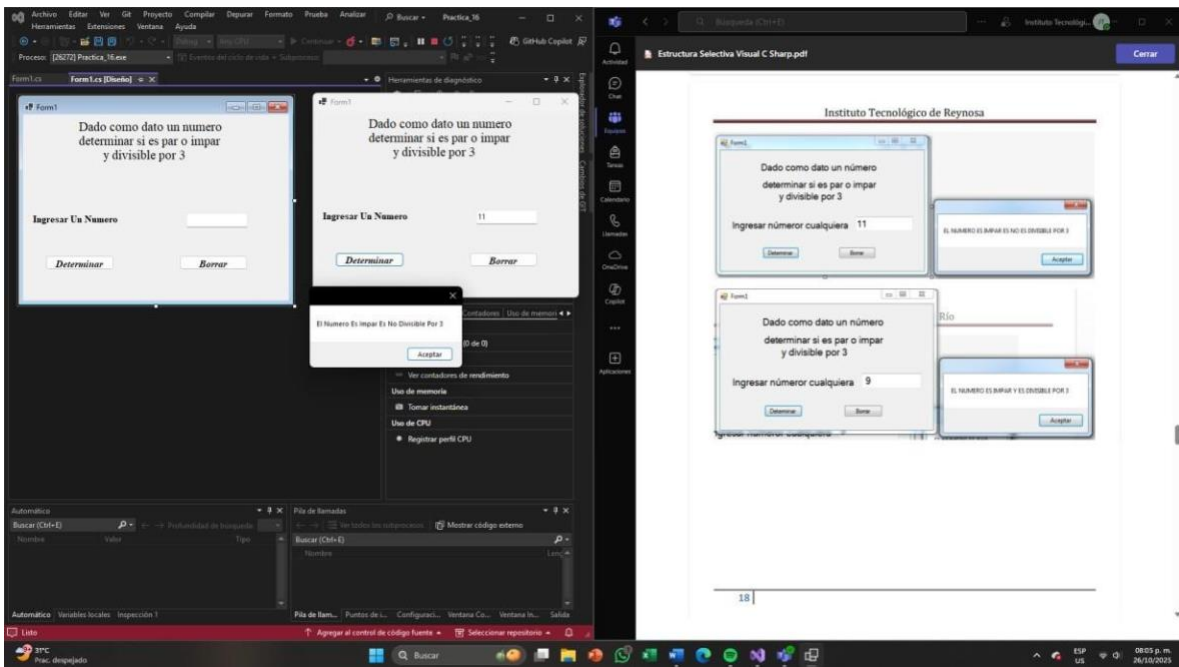
The screenshot shows the Visual Studio IDE with a C# project named 'Practica_14'. The main window displays a Windows Form titled 'Form1' with the text 'Calificación' and a 'Decision' button. The 'Calificación' field contains the value '4'. The 'Decision' button is highlighted. The PDF document on the right, titled 'Estructura Selectiva Visual C Sharp.pdf', shows a flowchart for a grade calculation. The flowchart starts with a 'Inicio' node, followed by a decision diamond 'calificación < 3.5'. If 'SI' (Yes), it goes to a process box 'mensaje = "REPROBADO"'. If 'NO', it goes to a process box 'mensaje = "APROBADO"'. Both paths lead to an output box 'Mostrar mensaje' and then to a 'Fin' node. The PDF also includes a code snippet for the 'button_Click' method:

```
private void button_Click(object sender, EventArgs e)
{
    double cal;
    cal = double.Parse(textBox1.Text);
    if (cal < 3.5) mensaje.Show("REPROBADO"); else mensaje.Show("APROBADO");
}
```

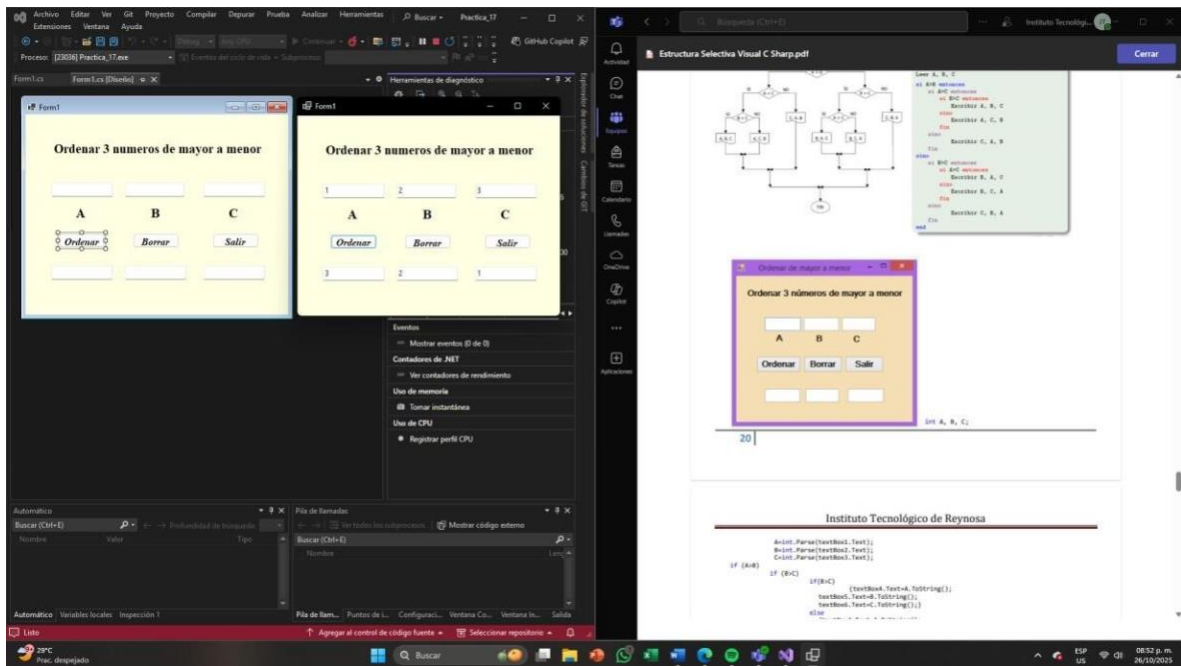
Practica 15



Practica 16



Practica 17



Practica 18

