

## Turno 1

### Perimeter and area

```
int main() {
    cout.setf(ios::fixed);
    cout.precision(2);
    string s;
    cin >> s;
    while (s != "acabar") {
        if (s == "perimetro") {
            double a, b, c;
            cin >> a >> b >> c;
            cout << a + b + c << endl;
        }
        else {
            double b, h;
            cin >> b >> h;
            cout << b*h/2 << endl;
        }
        cin >> s;
    }
}
```

### Tablero R

```
int main() {
    int f, c;
    cin >> f >> c;
    int total = 0;
    int total_odd = 0;
    for (int i = 1; i <= f; ++i) {
        for (int j = 1; j <= c ; ++j) {
            char coin;
            cin >> coin;
            total += int(coin) - int('0');
            if (i%2 == 1) total_odd += int(coin) - int('0');
        }
    }
    cout << total << ' ' << total_odd << endl;
}
```

## Turno 2

### Math operations

```
int main() {
    cout.setf(ios::fixed);
    cout.precision(2);
    string s;
    cin >> s;
    while (s != "parar") {
        if (s == "suma") {
            double a, b;
            cin >> a >> b;
            cout << a + b << endl;
        }
        else if (s == "resta") {
            double a, b;
            cin >> a >> b;
            cout << a - b << endl;
        }
        else {
            double a;
            cin >> a;
            cout << -a << endl;
        }
        cin >> s;
    }
}
```

### Tablero C

```
int main() {
    int f, c;
    cin >> f >> c;
    int total = 0;
    int total_even = 0;
    for (int i = 1; i <= f; ++i) {
        for (int j = 1; j <= c; ++j) {
            char coin;
            cin >> coin;
            total += int(coin) - int('0');
            if (j%2 == 0) total_even += int(coin) - int('0');
        }
    }
}
```

```
cout << total << ' ' << total_even << endl;  
}
```