



PROGRAMACIÓN ESTRUCTURADA

PROF. PEDRO NÚÑEZ YEPÍZ

REPORTE DE PRACTICA #7
CADENAS

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REPOSITORIO

https://github.com/keevin-21/KAGT_Programacion_Estructurada_932

PROCEDIMIENTO

1.- LLENAR VECTOR 1 (MANUALMENTE)

```
Fill it only with numbers between 30 to 70
Vector[0]: 56
Vector[1]: 31
Vector[2]: 70
Vector[3]: 69
Vector[4]: 54
Vector[5]: 34
Vector[6]: 65
Vector[7]: 35
Vector[8]: 999
Value out of range. Please enter another number.
Vector[8]: 67
Vector[9]: 43
Press any key to continue . . .
```

2.- LLENAR VECTOR 2 (ALEATORIAMENTE)

```
Vector filled with random numbers between 1 to 20
Press any key to continue . . .
```

3.- LLENAR VECTOR 3 (CON VECTOR1 Y VECTOR2)

```
Press any key to continue . . .
```

4.- IMPRIMIR VECTORES

```
Vector elements: {56, 31, 70, 69, 54, 34, 65, 35, 67, 43}  
Vector elements: {15, 2, 12, 16, 18, 4, 13, 14, 9, 17}  
Vector elements: {56, 31, 70, 69, 54, 34, 65, 35, 67, 43, 15, 2, 12, 16, 18, 4, 13, 14, 9, 17}Press any key to continue . . .
```

5.- LLENA MATRIZ 4 X 4

```
Matrix[0, 0]: 46  
Matrix[0, 1]: 23  
Matrix[0, 2]: 7  
Matrix[0, 3]: 1  
Matrix[1, 0]: 8  
Matrix[1, 1]: 52  
Matrix[1, 2]: 387  
Matrix[1, 3]: 34  
Matrix[2, 0]: 14  
Matrix[2, 1]: 8  
Matrix[2, 2]: 47  
Matrix[2, 3]:  
43  
Matrix[3, 0]: 8  
Matrix[3, 1]: 6  
Matrix[3, 2]: 38  
Matrix[3, 3]: 5  
Press any key to continue . . .
```

6.- IMPRIMIR MATRIZ

```
Matrix elements:  
{  
46      23      7      1  
8       52     387     34  
14      8      47     43  
8       6      38      5  
}Press any key to continue . . .
```