

```
1 #include <stdio.h>
2 #include <stdlib.h>
3 #include <math.h>
4
5 int main(void){
6     int dim;
7     float num;
8     float mediaA = 0, mediaC = 0, mediaG = 1;
9
10    printf("Introduce dimension: ");
11    scanf("%d", &dim);
12
13    for(int i = 0; i < dim; i++){
14        do{
15            printf("Numero? ");
16            scanf("%f", &num);
17        }while(num < 0);
18
19        mediaA += num;
20        mediaG *= num;
21        mediaC = mediaC + (num * num);
22    }
23
24    mediaA /= dim;
25    mediaG = pow(mediaG, 1.0/dim);
26
27    mediaC /= dim;
28    mediaC = sqrt(mediaC);
29
30    printf("\nMedia Aritmetica: %.2f", mediaA);
31    printf("\nMedia Geometrica: %.2f", mediaG);
32    printf("\nMedia Cuadratica: %.2f", mediaC);
33
34    printf("\n");
35    system("pause");
36    return 0;
37 }
38
```