4/7/24, 10:18 __3int.py

_1type/_3int.py

```
1 | # --- Operatos ---
2
3 \mid print(2 + 3) \# total
   print(3 - 1)
                 # diff
4
5 print(2 * 3) # product
  print(3 / 2)
                  # division
6
   print(3 ** 2) # exp
7
   print(3 % 2) # remainder
8
9
   print(7 // 2) # floor division
10
11 # --- Math Operators ---
12 print(abs(-5.5))
                                  #5.5
13 print(max(10, 20, 30))
                                  #30
  print(min(-10, 0, 10))
14
                                  #-10
15
   print(pow(2, 3))
                                  #8
                                        x**y elevado
16
   print(round(3.14159, 2))
                                  #3.14 2 decimales
   number = 3.142448
17
   print(f"{number:.4f}")
18
19
20
                                  #15
   print(sum([1, 2, 3, 4, 5]))
   print(divmod(10, 3))
21
                                  #(3, 1) division= (cociente, resto)
22
   print(len([1, 2, 3, 4, 5]))
23
24
  # --- Funciones matemáticas ---
25
   import math
26
27
   techo = math.ceil(3.1)
                                 # 4 Redondea hacia arriba.
   piso = math.floor(3.9)
                                  # 3 Redondea hacia abajo.
29
   truncado = math.trunc(3.14159) # 3 Trunca eliminando los decimales
30
   raiz_cuadrada = math.sqrt(16) # 4.0 Raiz cuadrada
31
   logaritmo = math.log(100, 10) # 2.0 Logaritmo en base x (e por defecto)
32
33
34
   # --- Aleatorios ---
35
   import random
36
   aleatorio = random.randint(1, 10) # Entero aleatorio entre 1 y 10
37
   aleatorio_fl = random.uniform(1, 10) # Flotante aleatorio entre 1 y 10
38
39
   # --- Manejo de excepciones ---
40
41
   try:
42
       resultado = 10 / 0
43
   except ZeroDivisionError:
       print("No se puede dividir por cero")
44
45
  # --- Manipulación binaria ---
46
   num = 10 # 1010 en binario
47
48 bitwise and = num & 1 # 1010 & 0001 = 0000 -> 0
   bitwise or = num | 1  # 1010 | 0001 = 1011 -> 11
49
   bitwise xor = num ^ 1 # 1010 ^ 0001 = 1011 -> 11
50
51 bitwise not = ~num
                          \# -(1010 + 1) = -1011 -> -11
```

```
4/7/24, 10:18
                                               _3int.py
52 left_shift = num << 1 # 1010 << 1 = 10100 -> 20
   right shift = num >> 1 # 1010 >> 1 = 101 -> 5
54
55 # --- Conversión de base ---
56 num = 255
57 binario = bin(num) # '0b11111111'
58 octal = oct(num)
                      # '0o377'
   hexadecimal = hex(num) # '0xff'
59
60
   61
62 # Euclidean distance formula: sqrt((x2 - x1)^2 + (y2 - y1)^2)
63 import math
64 point1=(2,3)
   point2=(10,8)
66 euclidean=math.sqrt((point2[0]- point1[0])**2 + (point2[1] - point1[1])**2)
    print(f"Euclidean Distance between {point1} and {point2}: {euclidean}")
67
68
69 #e**x e=Constante Euler 2.71828
70 resultado = math.exp(7)
```